Screen shots from the hottest new home and arcade games

Alien Trilogy

Virtua Fighter 2.5

Tekken 3

Ridge Racer 2.5

NUMBER 76

YOUR GUIDE TO: Super NES · Genesis 32x · Sega CD · 3DO Saturn · PlayStation Jaguar · CDi · Neo-Geo Game Boy · Game Gear

ELECTRONIC GAMING MONTHLY™

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First Look!!! PlayStation Super Doom

Emmitt Smith Interview Inside

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International conflicts should

"...the best soccer game yet. Period."
— *Game Pro*

Multiple skill levels let both rookies and pros enjoy the game. Practice mode can even turn rookies into pros. Which is good. 'Cuz with all the formations, coverage, and strategy of real soccer, no one gets off easy in FIFA Soccer 96.

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— *Electronic Gaming Monthly*

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be settled with legs. Not arms.

"Finally! The ultimate soccer simulation has arrived."
— *Diehard Game Fan*

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— *Electronic Gaming Monthly*

MotionDesign™ technology and SGI™ 3D models were melded to create an impressive array of distinct player animations. Like scissor kicks, banana shots, and bicycle kicks from the offensive arsenal.

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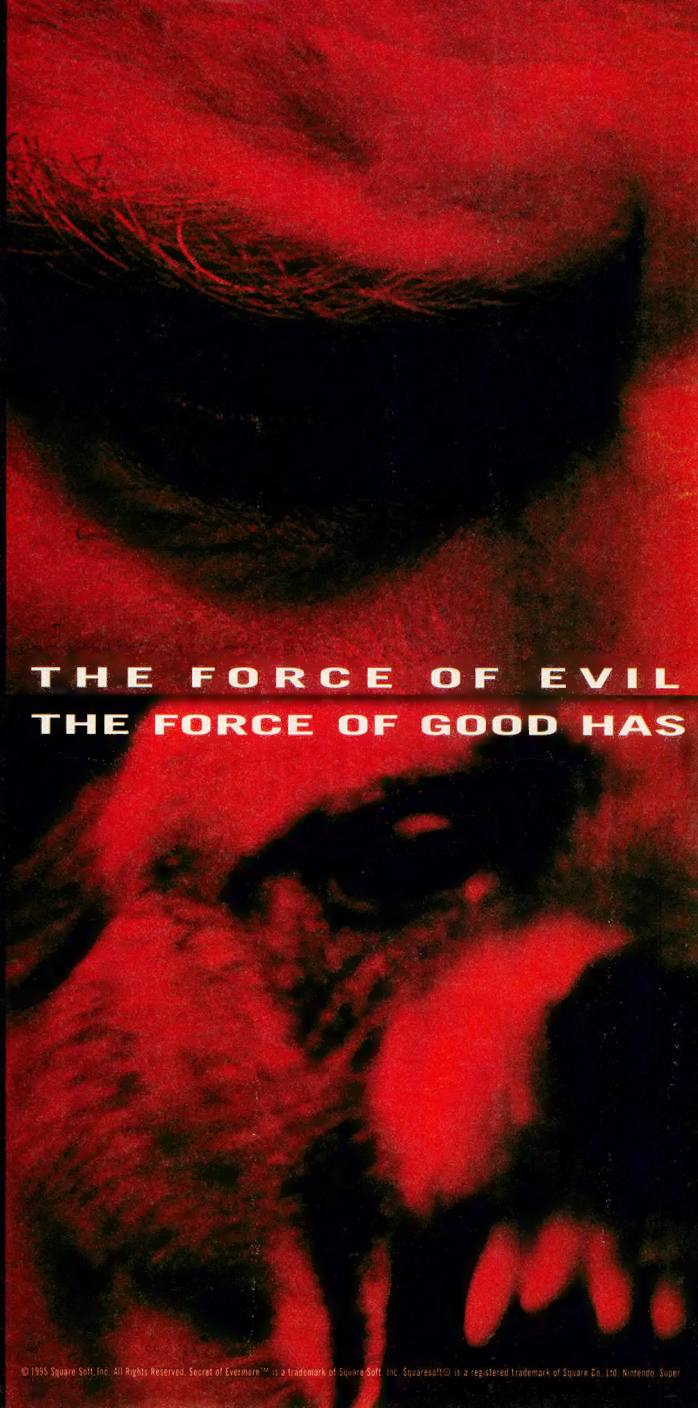
24 megs. With rendered graphics. Battery backup. A hero and his shape-changing dog. Ancient civilizations, prehistoric jungles, medieval kingdoms, futuristic cities. All on one strange planet. Discover the Secret of Evermore. And remember to put on your game face, 'cause this one ain't going to be pretty.



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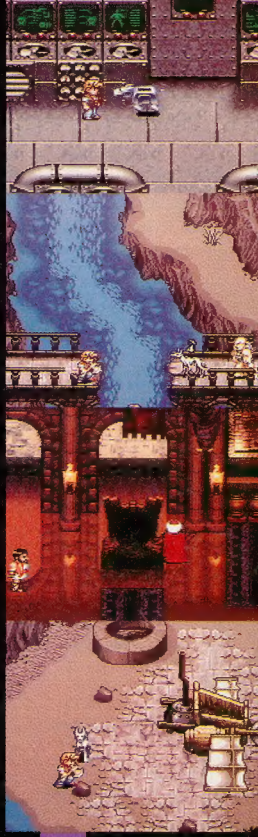
HAS AN UGLY FACE.

AN EVEN UGLIER ONE.



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November, 1995

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A SONY PLAYSTATION...FREE?

by Ed Semrad, Editor in Chief

The analysts are at it again. With nine months of less-than-expected video-game hardware and software sales, the experts are already predicting another dismal year for our industry. Worse yet, with the exceptionally high price of the next-generation systems coupled with the phenomenal growth of the PC CD-ROM industry, many are saying that the game boom has now been changed to DOOM.

Could it really happen? Is it just the U.S. or is it worldwide? Our editors have recently returned from a 20,000-mile Chicago-London-Tokyo-Chicago world trip and while they confirm that both Europe and Japan are feeling the pinch this year, everybody is optimistic about 1996.

For example, the games market in Europe is down 35 percent from 1993 but with the new systems starting to sell through, the forecasts for 1996 are expecting a bounce-back of over 20 percent. Retailers aren't taking the lower game sales without a fight though. Like the 'trade in the old system' deal that U.S. retailers are using to drive sales of the new hardware, the U.K. game retailers have gone and offered Acclaim's BATMAN FOREVER cart for under £19 (about $27) when you trade in three old 16-Bit games.

Japan has always been a harder market to read. The new systems are selling well but the newness hasn't worn off yet. Players there have always had an interest in new systems as shown by strong early sales of the FM Towns Marty, LaserActive and PC-FX. This trend may be starting to slow down, though, as we noticed one retailer selling the VIRTUAL BOY FOR $95 (¥9709) stating that "It's not selling." On the software side, games come and go very rapidly, and while there isn't a rental market in Japan, used game stores are common and preowned cart sales are strong. Overall, the market is down from 1993 but expected to rise in 1996.

And the U.S.? The new systems appear to be selling, but now Sony and Sega have gotten into a press release numbers war. Both claim 120,000 systems in players' homes. The big push will be Christmas, of course, and not only will there be dozens of new 32-Bit games to choose from, but the big guys who decided to stick it out in the 16-Bit market are expected to be SMILING all the way to the bank.

Bottom line, we've all taken our lumps this year as no hardware transition is ever easy to weather, but with over a quarter million 32-Bit systems already in the homes, hopefully we'll hit the magical million units yet this year.

In other news, we hope you will like the new look of ***EGM***. This time around we have decided to beef up some of our sections with more text. The whole look is easier to read and more informative. Let us know what you think.

OVERREACTING?

NO I'M NOT, IT'S **HUGE**. IT'S UGLY. IT'S THE HUGEST UGLIEST ZIT ANYBODY'S EVER HAD. AND TO BLAST IT INTO THE NEXT SOLAR SYSTEM IS GOING TO TAKE SOMETHING WICKED. SOMETHING POWERFUL. **SOMETHING** THAT DOESN'T JUST DEEP CLEAN BUT HAS **MORE KILLER STUFF** IN IT THAN THE NUMBER ONE PAD TO ZAP ZITS. AND THAT SOMETHING IS THIS **RIGHTEOUS** LITTLE PAD FROM **CLEARASIL®**.

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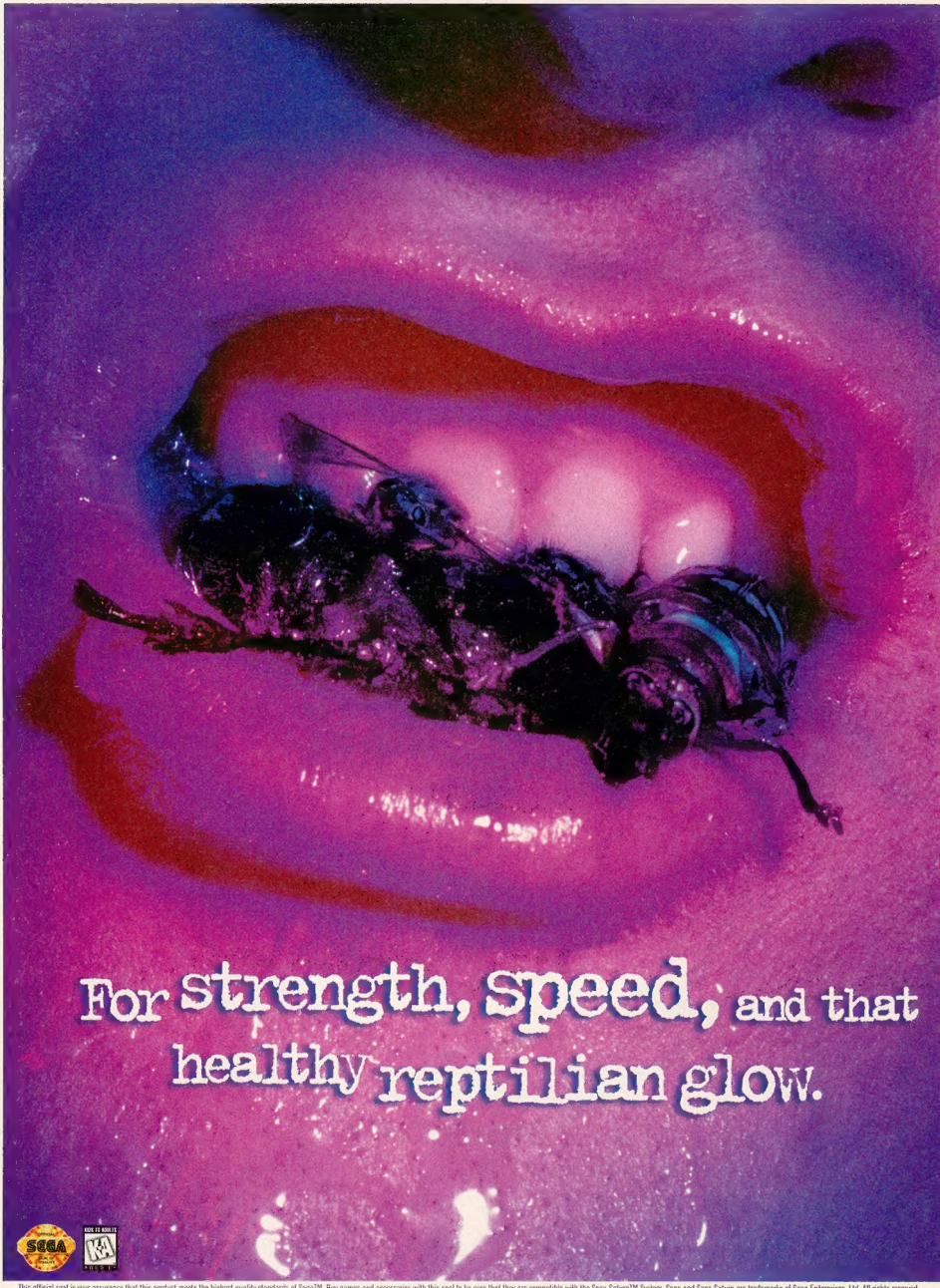

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GEX

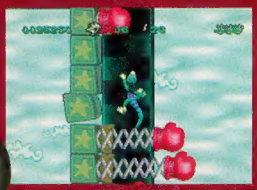
Get ready for one serious See-Food Cocktail.

It's GEX, your bug-munching, tongue-lashing alter-ego. Oh yeah, we got Hungry-Man portions of pop-culture cheese all right. With late night TV freaks like Gamera and Flatulence Man. But it's our special sauce—over 300 hilarious one-liners and sound effects from HBO® comedian Dana Gould—that give GEX major attitude.

So forget about good taste. And go with the skanky bug du jour instead.

Use your adjust your horizontal hold. 450 frames of GEX animation, CD-quality sound and hand-rendered backgrounds.

Advance Dan Tempest, Hodgy the Hodgie, Sidestep and Frack N. Steintown. (Lepal weasels require we be vague.)



Yet another 3-D mind-mapping & face-melting 16-bit* game levels/bonus stages that only Irv in Engineering knows about.

Electronic Gaming Monthly "Editors' Choice Gold Award"
Diehard Gamefan "Character of the Year"

NEW for Sega Saturn™ and the PlayStation™ game console.

PlayStation 3DO

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ELECTRONIC
GAMING
MONTHLY

DARKSTALKERS
The Night Warriors

Cover Story

Twisted Metal could be the most warped game ever. It's a giant thrash-o-rama with cars and hapless pedestrians!!!! STORY BEGINS ON PAGE 136!!!

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FACT FILES

SuPER NES 90
Capcom roars with Final Fight 3 and Megaman X3. Lots of cool stuff!

GeNEsIS 100
Light Crusader and Vectorman strike the Genesis. Prepare to empty your wallets...

32X 110
Experience Kolibri and T-MEK with this bizarre Genesis plug-in!

Saturn 118
Build an empire with SimCity 2000, or blast through Solar Eclipse.

PlayStation 126
Twisted Metal, Lemmings 3D and Philosoma will blow you away.

3DO 142
Tingle your spine with Killing Time, the latest 3DO thriller.

NUMBER 76

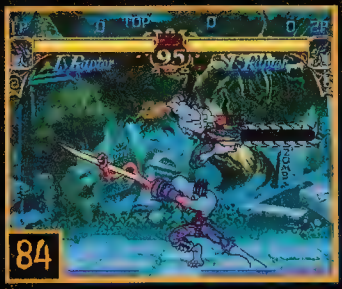
WIN BIG!

YOU WANT THE GOODS? ENTER THESE GREAT CONTESTS...

Check out the contests from Crystal Dynamics, UBI Soft, Atari and Panasonic. Wanna be greedy?

SCORE SOME OF THE BEST LOOT AROUND IN EGM'S SPECIAL CONTESTS

FEATURES



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THE DARKSTALKERS ARE ON THEIR WAY TO THE PLAYSTATION!

EGM gives you a close-up look at the workings of the arcade hit. It's not done yet, but we'll give you a good idea on how it looks and plays so far—anything you could want to know and more. If you like fighting games, this could be one that you should get a hold of. Play it if you dare!

"If the gameplay is sped up, and the animation smoothed out, this should be a near-exact translation."

OVERSEAS GAMING SHOWS GIVE A GLIMPSE OF THE FUTURE!

For the home we've got Ridge Racer Revolution and Toshinden 2; big news for PlayStation owners. At the JAMMA we saw the latest arcade imports. Fighting Vipers (sequel of sorts to VF2) from Sega, Soul Edge (Tekken sequel) and Dirt Dash from Namco. Things games are on their way to the States.

"Here's a look at what we'll be seeing in the near future..."

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232

EXCLUSIVE MADDEN '96 STRATEGY

An in-depth look at what will be the best 16-Bit football game for the Genesis, and possibly the best football game ever made. Learn all the plays and moves to help your team come out on top, and grind your opponents into the astro-turf.

"Madden '96 sacks the competition!"

The flying is so realistic,
it'll actually create
a sonic
boom.
(In your shorts.)

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PlayStation

Get ready to blow through barrel rolls faster than a bad burrito blows through you. Because you're strapped into the cockpit of WARHAWK, the only fighter plane that gives you true 360° movement. It's just you, your Sony PlayStation and the wild, blue yonder. You can hover in mid-air, dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag not included.) Your mission, should you choose to accept it, is to battle the madman Kreel through six different 3-D worlds before he grabs enough red mercury to destroy the universe. With Swarmer missiles, Plasma cannons and Doomsday bombs, you've got more firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogeys are swarming all over you in the air. Just don't throttle back too fast. Or you'll wish you'd brought along an extra pair of boxers.

SONY

[illegible] PlayStation [illegible] call [illegible] phone is required. Available [illegible] Sony [illegible] Sony [illegible]

CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY ONLY ON 3DO

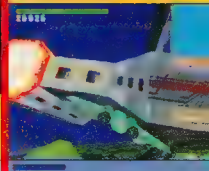
BATTLESPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW JOB ONLY ON 3DO

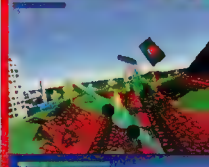
Sex. Drugs. Violence. Weapons. San Francisco. Men In Tights.

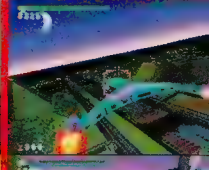
SNOW JOB

Tracy Scoggins (*Dynasty, Lois & Clark*) is New York assistant DA Lara Calabreeze – the long arm (and legs) of the law. One of 20 suspects is out to snuff her. No wonder her fuse is shorter than her skirt. Guns, gangs, strippers. Quick. Somebody frisk me.

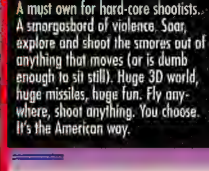
STAR FIGHTER







A must own for hard-core shootists. A smorgasbord of violence. Soar, explore and shoot the smores out of anything that moves (or is dumb enough to sit still). Huge 3D world, huge missiles, huge fun. Fly anywhere, shoot anything. You choose. It's the American way.



MORE WHOLESOME FUN **ONLY ON 3DO**

So what chaste champions of family values came up with this collection? The developers with a morally-high fiber diet, Studio 3DO, that's who. Gaming geniuses that have generated more solid hits than the last Tyson fight.

See your favorite retailer or to order direct, call 1-800-336-3506 or look us up on the Web: www.3do.com

STUDIO 3DO

3DO, the 3DO logos, BattleSport, Captain Quazar, Golden Gate: Treasure by the Bay, Phoenix 3, Snow Job and Star Fighter are trad

TREASURE BY THE BAY ONLY ON 3DO PHOENIX 3 ONLY ON 3DO

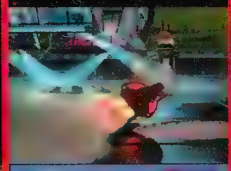
IX 3 ONLY ON 3DO BATTLESPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW

PHOENIX3™

ike great space combat and bitchin' veapons? So do we. As hero Derek reeman, you must locate starships nd brave pilots to fight some surly lliens. Of course, that entails shooting he green snot out of them. Can't we ll live in peace and harmony? In a word, no.

BATTLESPORT™

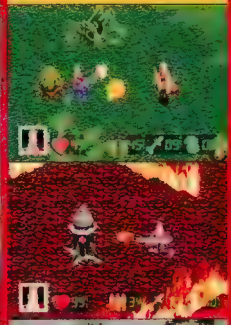
Arena football meets General Patton. You choose a tank. You load up on firepower. You enter the arena. You try to score goals while opponents try to blast you to hell and back. It's a sport where a cup doesn't offer much protection.

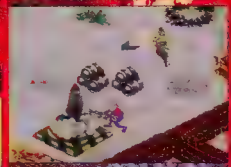


GOLDEN GATE: TREASURE BY THE BAY™

Someone left more than their heart in San Francisco. It's hidden treasure, and no Tony Bennett around to help you locate it. Decipher puzzles, scour for clues amongst the 3000 beautiful watercolor images of the City by the Bay. Like MYST? You'll love this.

CAPTAIN QUAZAR





"Look! Up in the sky! It's a rocket!" No, it's a grown man in very snug tights. Meet Captain Quazar - the bumbling superhero with powers far beyond mortal men (and brains far below). Battle evildoers with an arsenal of weapons and the wits of the witless Captain.

ONLY ON 3DO CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY

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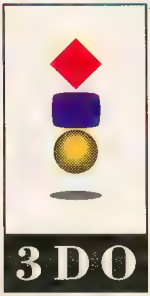


WE GOT IT. THEY DON'T.

THE BEST VIDEO GAME NEWS

PRESS START

SATURN

GAMES MAKE THE JUMP TO PC

Absolute Zero, from Domark, brings its firepower to the Diamond Edge 3D game accelerator board. A special deal between Diamond and Sega will bring several Saturn games to the PC platform.

The line between console and PC gaming just got more blurry, thanks to what Diamond Multimedia Systems hopes will become the new standard for PC games.

Meet the Diamond Edge 3D board, a jack-of-all-trades accelerator board optimized for Windows 95. The Edge 3D takes advantage of chip technology from the NVIDIA Corp., which recently inked a deal with Sega to port Saturn games over to the PC.

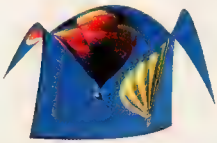
"For the first time ever, gamers can experience the realism and fast action traditionally reserved for dedicated video game systems with a Diamond Edge 3D board on their Windows 95 PCs," said Ken Wirt, Diamond Multimedia's vice president of marketing.

The Edge 3D boasts a nifty array of graphics capabilities such as quadratic texture mapping, a new method of drawing 3-D environments. Normally, a curved shape is rendered in a game through thousands of polygons, a process that saps the life out of a CPU. With QTM, a curve is defined by a mathematical equation, resulting in smoother textures and greater speeds. This technology also provides for video texture mapping and special effects such as fog, smoke and transparencies.

The Diamond Edge 3D gets its processing power from the NVIDIA chip (the white one in the middle). In addition to graphics, the board has full sound capability.

WHAT CAN IT DO?

QUADRATIC TEXTURE MAPPING



QTM gives software makers the power to draw curved shapes without taking up valuable memory. It also lets programmers place pictures or video on a curved surface.

Why settle for polygon shapes when the Edge 3D can draw

On the audio front, the Edge 3D contains a special audio processing engine that efficiently shuttles sound data between a PC's RAM and the CD. As a result, sounds can be mixed efficiently and in sync with video, while preventing any hints of slowdown.

In addition to an eight-channel digital gameport, the Edge 3D has two special ports specifically for Sega Saturn controllers.

The accelerator cards will come with four CD-ROM games and a fifth demo flight sim CD, which showcase the Edge 3D's aptitude for graphics.

Those four games bundled with it certainly aren't no-name games. Diamond has forged deals with major software publishing powerhouses to bring out Edge 3D-enhanced versions of their games.

From Sega comes a ported version of Virtua Fighter—virtually identical in look to the Saturn version. Interplay's contribution will be Descent: Destination Saturn. Domark will offer Absolute Zero, while Papyrus brings out NASCAR Racing.

Future titles in the works include Panzer Dragoon from Sega and Descent II from Interplay.

The DRAM version of the Edge 3D (2000 series) will run $249 to $299, while the VRAM version (3000 series) will run $399 to $449. All of the prices include the four-game bundle and demo CD.

NVIDIA CHIP

accurate spheres—and rotate them—with no signs of slowdown.

WOW

PLAY JAPANESE GAMES ON THE U.S. PSX

Calling all PlayStation owners: If you were wondering if there was a way to play your favorite Japanese games on the U.S. PlayStation, we've found a way.

First, turn on the PlayStation without a disc inside and get to the audio CD menu. Open the CD cover and insert a U.S. PlayStation game.

Now the devious trickery begins. Instead of closing the cover, keep it open and press the small button on the upper-right side of the CD tray. The disc should stop spinning after several seconds.

WITH THE SMALL BUTTON STILL DOWN, take out the U.S. game and replace it with a Japanese game, then exit the CD audio screen.

If everything is done right, the Japanese game should begin loading up for play. The only drawback is that you have to play the game with the tray open, and you have to find a pencil eraser or something similar to keep that small button depressed.

We've tested this method on several games and it worked fine. We can't guarantee it'll work for all games; you might have to experiment with different U.S. games to get a Japanese title loaded up.

It's like getting two PlayStations for the price of one. Instead of waiting for hot titles such as Arc the Lad to come out in the U.S., gamers can play the game without shelling out big bucks for a Japanese model.

It's unknown at this point if Sony will (or can) alter the PlayStation's compatibility check programs so future releases can't be played via this method.

SATURN ADAPTOR

To all of those Saturn owners wondering if Japanese games can be played on U.S. consoles, the answer is yes—but there's a catch.

The catch? You'll need a special cartridge called the Universal Adaptor, made by Datel Electronics.

The adaptor was specifically made for the U.S. Sega Saturn. All gamers need to do is plug the adaptor into the cartridge slot and switch on the console.

With the Universal Adaptor in place, the Saturn will boot into the CD control panel screen. Simply press the joy pad to load a Japanese game as you would any American game.

But there is a warning: Always switch off the console before you connect or disconnect the cartridge.

PRESS START

TIDBITS

Nintendo is boasting sales of more than 150,000 Killer Instinct games since it was released in September. It's the year's fastest-selling game and it has left retailers wanting more. Nintendo's previous best seller was Donkey Kong Country, which was released last November. By way of comparison, one retailer reported he sold more units of Killer Instinct on its first day of availability than he did of Donkey Kong Country in its first week.

Sega plans to open an interactive entertainment center next July in Seattle. It will feature interactive amusements and virtual-reality attractions such as motion simulators, interactive rides and simulation games.

Crystal Dynamics is readying its world-famous Gecko Gex for his trip to the Sony PlayStation. The game was well received on the 3DO platform, and Crystal is climbing the walls after the game reportedly sold more than 1 million units.

Art Data Interactive will introduce Doom for the 3DO. This version includes new monsters, more weapons and nine never-before-seen levels.

TIDBITS...

Microsoft has increased the number of companies making games for Windows 95 by cutting a deal with several of gaming's heavy hitters. **Microsoft** recently inked deals with **Namco** and **Capcom** to port titles such as Tekken, Ridge Racer, Street Fighter and Mega Man over to Windows 95.

Atari and **Activision** have signed a deal that will bring Pitfall: The Mayan Adventure to the Jaguar and PC-CD. Under the agreement, Activision will also publish other Atari titles for the PC-CD market.

Electronic Arts recently added another impressive license to its gaming repertoire by signing a deal with the Jane's Information Group, the world leader in publishing military and defense information, including data on helicopters, war planes, ships and other weaponry. **EA** aims to use this newly acquired wealth of information to create some of the most realistic war simulations ever made. The first products out of the gate for this Christmas season will be two PC war games: SuperFighters and AH64D Longbow.

KAPOW!

Acclaim offers Gamers a knockout deal

This deal is for real. Acclaim has worked a deal with Gold's Gym to offer a two-week membership inside every Foreman For Real game purchased (a $50 value) for the Sega Genesis and Super NES versions through 1995.

"We wanted to come up with a cool promotion," said Ken Gold. "So we talked to George Foreman's people. He uses Gold's Gym and we thought it would be an ideal promotion. We gave them some signage in the game and were able to put this unique offer together."

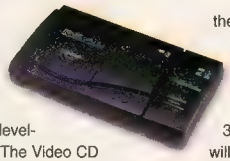
Acclaim's latest knockout marketing effort is one in a long list of cool gaming promotions that they have come up with.

Watch for more ways to win with NFL QB Club '96 and Cutthroat Island.

3DO CD video adapter finds way into M2

In late August, Matsushita heralded a new standard in Video CD capability by releasing an adapter in Japan for the company's 3DO Real II machine.

With a starting retail price of ¥19,800 (about $200), the adapter fits into the expansion port of the Panasonic Real II 3DO. The box decodes MPEG-1 data, a video compression standard, to play full-motion pictures at close to VHS-standard quality.



The adapter uses a newer format called Video CD 2.0 (developed by Sony). The Video CD 2.0 allows for simple interactivity such as branch menus and better resolution.

The product probably won't be released in the U.S., according to spokespersons from Panasonic of America. That's the bad news. The good news is the M2, a 64-Bit graphics processor for 3DO systems, will have the Video CD 2.0 standard built in and will be released early next year. Matsushita released a video adapter for the 3DO, which wasn't Video CD 2.0 compatible, but used an older standard.

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SEGA SATURN™

BULL'S EYE

VIRTUAL BOY'S SPECIAL DAY HAS GAMERS SEEING RED

Nintendo set its massive marketing machine in motion and blanketed the entire U.S. with a one-day Virtual Boy promotion over the Labor Day weekend. They pitched their Virtual Boy tents at Blockbuster Video locations in Chicago, Houston, New York, San Francisco and Atlanta.

The *EGM* news crew took to the streets and attended the Blockbuster/Virtual Boy party in Chicago.

We had our opinions on how much we liked the Virtual Boy and its technology. But we wanted to find out what you, the gamers, thought of Nintendo's table-top system.

We asked some of those who tried the Virtual Boy how they liked the experience and what they thought of the system.

Gamers young and old—but mostly young—got their first peek at Nintendo's 32-Bit system.

Then we asked how they felt about paying $179 for the system and $39-49 for each of the games that have currently been and will be released for the system.

We asked Diana L[illegible] what she thought about the Virtual Boy. "It's interesting. I don't really understand it, but as you play the games it's interesting and entertaining. I don't think I would pay $179 for one. Not right now anyway, but I would pay $99 for it. I think some parents will be hooked on the technology, but I'm a little worried that staring through the viewfinder at the color red might not be too good for you if you stare at the thing for hours on end," she said.

Robert Colon said, "I like the visual effects of the Virtual Boy. It is very cool. I'm definitely going to pay $179—sorry $169 with the $10-off coupon that I get after I rent it from Blockbuster. The thing to do is rent it for a weekend first from Blockbuster for $9.99 for the three days with the two games, then make up your mind. You can't play it for 12 to 15 minutes then decide. Yeah, I'm going to spend that kind of money. You have to try it and

Contd. on page 24

Batman Forever on Video!

Oct. 31st... a date that means more than people just dressing up in silly costumes and acting like superheroes.

The third movie installment of the Caped Crusader's series, *Batman Forever*, was released on video Oct. 31, so

snag a copy if you haven't already.

With a rockin' soundtrack featuring artists such as U2, Seal and Offspring, *Batman Forever* is one sight and sound extravaganza.

Look for a price around $20. A special widescreen laserdisc version is coming this fall for $39.98.

Already out are the video game versions of *Batman Forever* for the Super NES and Genesis.

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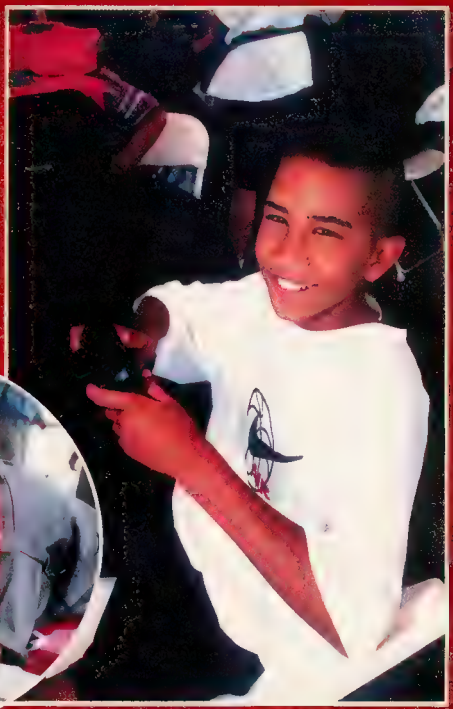
then decide, it's that simple.

Paul Stack, 12, had some interesting things to say. "I like the 3-D graphics. I'm hooked on the Nintendo brand name. As for the price, I would like to see it it will come down. But for this kind of technology, it's cheaper than the other new technologies people are paying for. If it was under $100, I'd buy it right away. At $179, I'll have to rent it a couple of times before I make up my mind."

Curtis Cotton, 12, also tried the Virtual Boy at the event. "It's a very cool technology. However, I bought a Super Scope and I don't know if my mom's going to want to take a chance on a system that hasn't proven itself yet. I'm going to wait and see what type of new software comes out by



Nintendo's hoping their Blockbuster $9.99 Virtual Boy three-evening rental with two games will get gamers' attention.

Even Dr. Mario showed up on Virtual Day. His Rx for bored gamers: Check out the Virtual Boy, of course.

Christmas, then I might ask for one."

Maria Arzuago was out shopping and got in line to check out what the hullabaloo was all about. "It was a great visual experience, but I lost. I wouldn't pay $179 for it. I'll have to check it out some more. I wouldn't buy it for myself—I'd buy it for my kids. I came here because they wanted to check it out."

We had a chance to talk with Wally Krol for his Virtual Boy opinions. "I think the technology is neat. I wish it was cheaper. If it was three colors, it would be worth it, one color, red, doesn't excite me too much. I think people will buy it no matter what the price is. People have to have some toys to play with, whether it's an antique car, a stereo system or a big-screen TV. If you don't have toys, life isn't worth much and $179 is not that much money compared to how much some people pay for their toys. Since it's for the kids, parents will pay $179 for them to have the latest and greatest technology. Nintendo knows what they are doing. They know their audience and they get their message out very well.

When Intellivision came out after Pong, it seems like it was just yesterday—Pong was the start of what we have today. Where we have gone from that is astounding and incredible. I believe in UFOs—when we find them we'll use their technology for gaming systems and one thing is for sure: Their technology will be better and cheaper than $179."

The Virtual Boy party was part of Nintendo's nationwide product sampling and sweepstakes it had entered into with Blockbuster Video. Through December 1995, consumers can rent a Virtual Boy for three nights for $9.99 at 3,000 participating Blockbuster stores nationwide.

It's a good thing Nintendo has a tie-in with Duracell batteries. The Virtual Boy adapter wasn't on store shelves as of this writing, and the average battery life for six AA batteries is three to four hours—that could get expensive. This was one innovative promotion and Nintendo should be recognized for it.

When fan hates Shao Kahn, and throws a hat that cuts out through Mark Kung

zao, you speak. A whisper when you say that name. The man could waste you

Have You Ever Used A Buzzsaw On Human Flesh? Want To?

without breaking a sweat. Good thing he's one of the good guys. MK3. Now on

Super NES • Game Boy • Game Gear • Sega Genesis

More Of Mortal Kombat The Game Is At Home

I'm good enough...I'm smart enough... and people like me

Whoever said "winning isn't everything" must have played Endorfun for Windows.

Endorfun is a CD-ROM puzzle game in which a player moves a cube around a 3-D gridwork.

While it's not bad to rack up a high score, the real idea behind Endorfun is to give players a healthy dose of positive "subliminal" messages while playing the game.

One of the voices that offers encouraging messages sounds like Leonard Nimoy.

Endorfun is a sure-fire cure for any gamer who's in need of a mental pick-me-up.

RETURN OF THE FORCE

A resurgence of interest over the *Star Wars* trilogy has companies putting out new products to sate fans' appetites.

Some more goodies to add to your collection include the Zanart Star Wars prints. Some are the blueprints of the vehicles, while others depict various scenes from the movies. The new ChromArt prints feature artwork from the popular line of LucasArts computer games (like Dark Forces and Rebel Assault). The other new prints are the artwork from the new digitally remastered trilogy. Like all ChromArt prints, the Star Wars prints are matted and have cool, chrome-edge enhancements. Every Zanart print comes with a certificate of authenticity.

More items collectors should check out are new figures. With a new look to the characters, the figures are what dreams are made of.

For those who haven't seen them, Luke is now buff and cut while Chewie got a major haircut (his muscles are defined). The figures show more detail than before and each carries a newly designed weapon.

The worst part about these figures is finding a place that hasn't already sold out of them.

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PRESS START

From the arcades, to the movie screen, to in your face!

Fight sequences in the Mortal Kombat Tour Live Tour were choreographed by Pat Johnson, the same person who devised the stunts in the MK movie.

MK LIVE TOUR

VIDEO GAMES TURNED INTO EYE-POPPIN' ART

Virtual Boy/Panic Bomberman PHSCologram by Lou Molana, Hudson Soft USA; Don Conte, Dieterich and Ball; and Stephan Meyers, Ellen Sandor and Janine Fron of (Art)^n Laboratory.

What's the recipe for a great piece of pop-culture art? Well, a group of graphic wizards may have found the main ingredients: video games and imagery.

Known as the (Art)^n Laboratory, the group makes PHSCologrammes. (The letters stand for photography, holography, sculpture and computer graphics.) PHSCologrammes are taken from a set of 13 or so computer images or photos.

When modified and combined together via a special patented process, they create a high-resolution, full-color 3-D image.

"Some say 'it's commercial,' but it's for a newer generation of art collectors and exhibitors, and it's being a little more respected," said (Art)^n Laboratory Director Ellen Sandor.

The innovation has been used by scientists to visualize the structures from viruses to the space shuttle. Its newest application involves computer-generated artwork—and what better subject to handle than computer games? To date, (Art)^n has made artwork from Nintendo's Virtual Boy and Rare's Killer Instinct and Donkey Kong Country.

With a price tag of $2,000-4,000 per piece, the PHSCologrammes are meant for serious art collectors. "It's a part of pop culture," said Sandor, who added that 2-D photos don't do justice to the stunning impact of the PHSCologrammes.

For more information on (Art)^n, check out the laboratory's World Wide Web site, which contains detailed background information on the firm's growth and an electronic art gallery. The site's address is http://www.artn.nwu.edu.

Siga Sega PHSCologram by Leonardo Barbastefano, Pedro Barbastefano Jr. and Clóvis Cordeiro, meta29, São Paulo; and Stephan Meyers, Ellen Sandor and Janine Fron of (Art)^n Laboratory.

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THE END OF TIME.

Chrono Trigger. Sci-fi fantasy meets time travel. From the creators of the acclaimed Final Fantasy® series. Character designs by Akira Toriyama. 32 megs, 10 endings, 70-plus hours of game play.

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GAMING GOSSIP

Sony's cartridge case crisis...
Williams paves the way for MK4...
Ultra 64's wicked controller...
Is Saturn falling out of orbit?...
Why Virtual Boy may not make the cut...

...Whattup, my loyal Q'sters, it's Q-Mann ready to bust out this month's bloated bag of believe-it-or-not babble. This month has been tough on the ol' Q-Master, as I've staked out a new secret headquarters to take my gig even further incognito. The Q-Mann spares no expense to search and disclose the latest and grittiest gossip. Now take a drag off that pacifier and hitch up your diapers my little Q-Babies, it's time to rattle off this month's dribblings...

...At PlayStation Central, Sony apparently turned to Sega shortly before the PlayStation launch. Sony couldn't get enough plastic sleeves to house games, so they used Sega Saturn game cases for titles like Rayman from Ubi Soft and Battle Arena Toshinden. Did this have an impact on sales? N-O-T. More than 100,000 people preordered PlayStations and more than 130,000 units were sold in the first week. Sega's Saturn has just reached the 120,000 mark despite its two-month headstart on PlayStation...

...At Nintendo, Q-Radio is reporting the Ultra 64 controller will be a highly innovative *analog* controller. Instead of just moving the direction pad or pressing buttons, the controller will be sensitive to the touch. For example, in an auto racing game you will be able to steer much more realistically because the controller will be able to determine how hard you are pressing. Another bonus comes with the cross-pad controls and buttons, so players can do different things at the same time. For instance, in a war simulator the cross-pad will enable players to control the movement of a tank, while at the same time he can move around the turret crosshairs to blow up something. Also—and here is the big news—there is supposedly a memory card slot *in the controller.* Rumor has it you will be able to save back-up data (remember there are four controller ports on the Ultra 64) and bring it to your friend's house and pick up playing where you left off. Reports that the Ultra 64 will be further delayed are running rampant throughout the wild world of gaming, but it has been confirmed by the Q-York Times that Nintendo will have 100 Ultra 64 machines on the floor at the Shoshinkai/Famicom Space World trade show Nov. 24-26. There will be 10 titles on display to play; and rest assured Q-Mann will be there pressing his face firmly against each of the 10 game screens...

...Taking Capcom's lead, Williams is considering making a new Mortal Kombat game based on the movie. Since Mortal Kombat got rave reviews and two fatalities up from gamers, it has made a killing at the box office with six weeks in the number one spot. Apparently, the extra $10 million spent to spice up the special effects was worth it. Insiders are suggesting that for Mortal Kombat IV, Williams is planning on using the same technique it did for its new arcade game War Gods. In that game, Williams only motion-captured two actors doing various movements, and then texture-mapped other models' faces onto their two bodies...

...Over in Japan, Sega just released Netmark, an arcade game with a VR headset that provides a 360-degree playing field of vision. In addition, the game also has a gun that shakes when fired (simulating the recoil of a real gun). Sega developed the hardware with Virtuality, a British VR company. In other news from overseas, Victor recently released a Video CD attachment device for the Sega Saturn (and for the V-Saturn, Victor's version of the Saturn). The device has a time skip, number search, intro, slow motion, flash play, zoom and has a few other functions. It is compatible with Sony's Video CD 2.0 MPEG 1 format. So far there's been a computer graphics version of Virtua Fighter 2 out for it, along with Vampire Hunter and Virtua Special...

...In other news, is the Saturn falling out of orbit with gamers and retailers? Rumor has it one major retailer has shipped back its 32X stock and left it on Sega's doorstep. Some major retailers are refusing to carry the Saturn system or any games. They still have a bad taste in their mouths over the early release of the Saturn because Toys 'R' Us, Babbages and Electronics Boutique were given Saturn units while other retailers were shut out...

...And finally, I've found out why the Virtual Boy was brought out in North America. Nintendo of Japan forced it down Nintendo of America's throat, much like my Grandma Quartermann did when she tried to make me eat a hunk of Spam like an apple. I'll stick to my diet of Snapple and video games, thank you very much. Sources within Nintendo aren't too hopeful that they'll be seeing too much green over sales of their lean, mean, two-color machine. Some have even suggested to me that if folks do buy the Virtual Boy, consumers will be seeing red because only a limited number of titles will be made for the 32-Bit system. Some are suggesting that the Virtual Boy could be another Super Scope Six.

...On the Panasonic front, the company will be releasing Mortal Kombat 3 for the 3DO next year, but more recently some insiders are suggesting the 3DO could see a further price drop to $199 or $249 this Christmas, or before Nintendo releases the Ultra 64 next year. Rumor also has it Capcom may be working on a version of Mega Man for the 3DO along with a new version of Street Fighter that will use the new M2 technology. Sources within 3DO are now saying the M2 technology will not be released this year and that we will see it in March or April of next year. That's it, Q-Readers. I've got to go now, the folks who set up NORAD are on their way over to help Q-Mann with security measures in his new digs. With Christmas just around the corner, be prepared for Q-Mann to stuff your stockings full of foil-covered gossip next month. Until then, may all your quarters have strings on them...Aloha!

-QUARTERMANN

don't play mind games

go head-to-head instead

Free Six-Button Controller for authentic arcade play!

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CAPCOM

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They've killed more cows than a burger joint.

THE HORDE

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SEGA

RATING PENDING

AGES 8+

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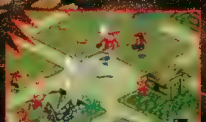
Waste 'em with bombs, your sword or even arrows. If you don't, these demented Hordlings are gonna devastate the village you've built. With killer 3-D worlds, wacky characters and backgrounds as well as 35 minutes of video, it's no wonder The Horde has been critically acclaimed by everyone with a pulse — and an appetite for destruction!



CONTEST

Tell us the best way to pop a Hordling and you could win this beefy-T.

50 Horde T-Shirts will be awarded

Contest Ends December 31, 1995

CRYSTAL DYNAMICS

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

GamePro 3DO™ rating

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To enter: Send your name, address and phone number to a stamped envelope and send to: Crystal Dynamics, THE HORDE T-SHIRT SWEEPSTAKES, 87 Encina Ave., Palo Alto, CA 94301. Entries must be postmarked by December 31, 1995.

Crystal Dynamics assumes no responsibility for lost, late, illegible, incomplete or damaged entries. No purchase. Offer void in the USA only. Offer void where prohibited, taxable or otherwise restricted by law. All federal, state and local laws and regulations apply. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to select the winner, and the winner will be notified by January 31, 1996. Prizes are not transferable. All taxes are the sole responsibility of the winner. A complete description of all eligible entries will be conducted to select the winner, and the winner will be notified by January 31, 1996. Prizes are not transferable. All taxes are the sole responsibility of the winner. All taxes are the sole responsibility of the winner. All prizes will be awarded.

QUARTERMANN'S CHEAT SHEET

This month we are featuring the arcade hit, Wrestlemania from Midway. KEY: D=Down, F=Forward B= Back QCT= quarter circle towards QCB=quarter circle back HCT=half circle towards P=Punch PP=Power Punch K=Kick PK=Power Kick (CH)=charge for 2 sec.

Supplement to Electronic Gaming Monthly

BAM BAM BIGELOW

SPECIAL MOVES

FIST CHARGE
(CH) P

FIRE SLAM
(CH)PP, RUN, RELEASE PP NEAR OPPONENT

SCISSOR KICK
BB+PK

THROWS

(NOTE: ALL THROWS MUST START WITH A GRAB (FF+PP) UNLESS OTHERWISE SPECIFIED)

POWER GRAB
PP+PK

PILE DRIVER
DD+PK (REPEATEDLY HIT PP FOR MULTIPLE SLAMS)

BACKBREAKER
(POWER GRAB) DD+PK

COMBOS

20 HIT COMBO:
FF+PP, P, K, PK, PP

BRETT HART

SPECIAL MOVES

ROLLING UPPERCUT
QCT+PP

EYE POKE
HCT+P OR (CH)P

SHARPSHOOTER
PRESS PP NEAR THE FEET OF DOWNED OPPONENT

LUNGING UPPERCUT
DD+P

LUNGING KICK
BB+PK

THROWS

(NOTE: ALL THROWS MUST START WITH A GRAB (FF+PP) UNLESS OTHERWISE SPECIFIED)

FACE SLAM
HCT+P

QUAD SLAM
HCT+P (HIT P REPEATEDLY FOR FOUR SLAMS)

DDT
RUN+PP

COMBOS

13 HIT COMBO:
FF+P,PP,PK,P

DOINK

SPECIAL MOVES

HAND CLAP
HCT+P (REPEATEDLY PRESS P FOR MULTIPLE CLAPS)

JOY BUZZER
(CH)P OR QCT+P AFTER GRAB

HAMMER
FF+PK (REPEATEDLY PRESS K FOR MULTIPLE HITS)

THROWS

(NOTE: ALL THROWS MUST START WITH A GRAB (FF+PP) UNLESS OTHERWISE SPECIFIED)

HEAD SMASH
FF+PP

FACE SMASH
DD+PK (REPEATEDLY PRESS K FOR MULTIPLE HITS)

COMBOS

20 HIT COMBO:
FF+PP,PK, P, PK, K

16 HIT COMBO:
FF+PP, PK, P, K

14 HIT COMBO:
FF+PK, PP, P, K

LEX LUGER

SPECIAL MOVES

FIST SMASH
(CH) P

BODY FLAIL
FF+PK (REPEATEDLY PRESS K FOR MULTIPLE HITS)

ELBOW SMASH:
FF+P

THROWS

(NOTE: ALL THROWS MUST START WITH A GRAB (FF+PP) UNLESS OTHERWISE SPECIFIED)

POWER GRAB
PP+PK

SUPLEX
FF+PP

THROW
DD+PK

WRESTLEMANIA

RAZOR RAMON

SPECIAL MOVES

QUICK SLASH
QCT+P

DASH 'N SLASH
(CH)P

QUAD SLAM
FF+K (REPEATEDLY PRESS K FOR MULTIPLE HITS)

THROWS

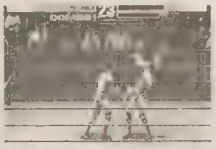
(NOTE: ALL THROWS MUST START WITH A GRAB (FF+PP) UNLESS OTHERWISE SPECIFIED)

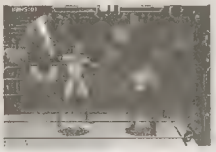
RAZOR'S EDGE
FF+PP

QUAD SLAM
DD+K (REPEATEDLY PRESS K FOR MULTIPLE HITS)

COMBOS

21 HIT COMBO:
FF+PP, P, K, PK, PP





SHAWN MICHAELS

SPECIAL MOVES

DOUBLE SNAPKICK
BB+PK

BACK BREAKER
(CH)P

FLYING CHEST KICK
(CH)PK

FLYING NECK THROW
FF+PK

DROP KICK
FF+K

QUAD KICK
HCT+K (PRESS K REPEATEDLY FOR MULTIPLE HITS)

THROWS

(NOTE: ALL THROWS MUST START WITH A GRAB (FF+PP) UNLESS OTHERWISE SPECIFIED)

BACK BREAKER
DD+PK

LEG THROW
RUN+PK

BODY TACKLE
RUN+PP

COMBOS

16 HIT COMBO:
FF+K, PK, HCT+P

THE UNDERTAKER

SPECIAL MOVES

SHADOW GRAB
QCT+P

NECKBREAKER
(CH)P

SHADOW NECKBREAKER
(CH)P, RUN, RELEASE P NEAR OPPONENT

DAMAGING GHOSTS
QCT+K

STUNNING GHOSTS
QCB+K

TOMBSTONE SMASH
FF+PK (REPEATEDLY PRESS K FOR MULTIPLE HITS)

THROWS

(NOTE: ALL THROWS MUST START WITH A GRAB (FF+PP) UNLESS OTHERWISE SPECIFIED)

UPPERCUT
DD+PP

COMBOS

21 HIT COMBO:
FF+PK, K, P, PP, PK

YOKOZUNA

SPECIAL MOVES

SALT THROW
(CH)P OR QCT AFTER GRAB

BELLY CHARGE
FF+P

HEAD KNOCKER
FF+P (CLOSE)

THROWS

(NOTE: ALL THROWS MUST START WITH A GRAB (FF+PP) UNLESS OTHERWISE SPECIFIED)

POWER GRAB
PP+PK

LEG SPIN THROW (POWER GRAB)DD+PK

NECK SMASH
FF+PP

BACK DROP
DD+PK

COMBOS

9 HIT COMBO:
FF+P, PP, PK

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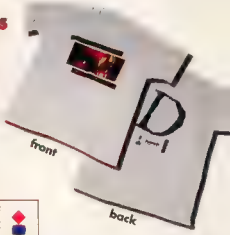

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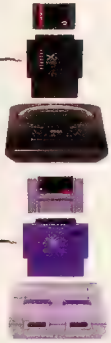

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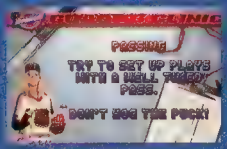

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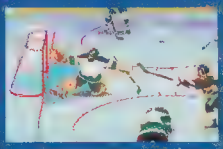
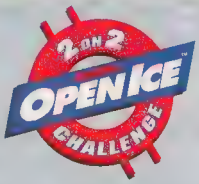


Big Save



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REVIEW CREW

THE REVIEW CREW

ANDREW baran

Current Favorites:
EB Girls in Black
3000 GTs
Dates with Cheetos

What has the illustrious Cyber been up to lately? Well, it seems like his luck with girls has improved. One actually acknowledged that he existed. He must be making progress.

MARK lefebvre

Current Favorites:
Driving to Work
LaBrea Tar Pits
The Dark Side

Mark (a.k.a. Candyman) believes himself to be the incarnation of Phlegm. When he's not practicing his fanatical worship of his new PlayStation, he's sticking pins in Dano dolls. You gotta love him.

MIKE desmond

Current Favorites:
Raid
Holly Berries
Cheap Roach Motels

His real name is Roach. He likes rotten food and tone-def rap. He thinks he's the gangsta rappa of the insect world. No matter what we do, we can't seem to rid ourselves of him.

SCOTT parus

Current Favorites:
Warhawk
Twisted Metal
High-powered Rifles

If you've got a war, Scott's your man. A virtual one-man army, this good ol' boy delights in carnage to a grand degree. No town is too small or city too big. He's holding us hostage...Help!

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The reviews that are published in EGM are created after each gamer on the Review Crew staff plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete), and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

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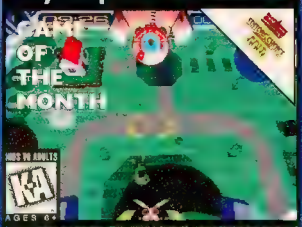
playstation

JUMPING FLASH

sony computer entertainment



category:	release date:
Action/Shooter	Now
challenge:	**back-up:**
Moderate	Memory Card

ANDY: I always wondered what Mario or Sonic would be like if they were shown from the first-person perspective. Jumping Flash is it. The graphics are outstanding and you really interact in a 3-D world. I thought the cutesy theme would get on my nerves, but it didn't. This game excels in every department. Sometimes dodging the hit of some enemies is hard, but in this game, it's livable. Jumping Flash is, most importantly, fun and shows off what the PlayStation can do.

MARK: Many games come out that are rip-offs of other titles, so it's very rare to play something totally unique. Jumping Flash fits right into this category by offering the player 3-D graphics with a totally new twist: height. The overall look has a very kid-die feel to it but even the most experienced player will be challenged by the numerous techniques that will need to be learned. Jumping Flash is one of those games that I could play over and over. Afraid of heights?

MIKE: Those who have motion sickness beware. First, let me start by saying this has got to be one of the weirdest games I have seen or played in a long time. (That's a good thing.) Even though at first glance the game seems childish, it is not. It will give even the most seasoned game player a run for his or her money. The best part of this game is the fact that anyone—from a gaming novice to gaming stud—will be able to pick it up, play it and have tons of fun.

SCOTT: A giant mechanical rabbit-type substance? Who couldn't fall instantly in love with Jumping Flash? Precise control and fast-changing, top-down views let JF reach unprecedented heights. Power-ups and special items will help you fight off the unique enemies, including a purple moose (?) and an excrement (bomb) rolling dung beetle. JF beautifully executes what Nintendo hoped to do when they introduced polygon graphics with StarFox way back in '93.

Best Feature:	New Concept
Worst Feature:	Vertigo
Time To Complete:	Medium
Also Try:	Not Much Like It

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super nes

KILLER INSTINCT

nintendo

category:	release date:
Fighting	Now
challenge:	**back-up:**
Variable	None

ANDY: I really enjoyed the arcade game, but the home one really doesn't match up. The controls just seemed a little too loose for my taste. The coin-op was loaded with eye-popping effects, and while it's a nice attempt on the Super NES, it wasn't the same. The combos are a little bit easier to pull off, although some of my old ones got split into smaller ones here. The No Mercies were laughably weak, especially Riptor's. If you must play KI at home, go for it. Otherwise, pass on it.

MARK: With the exception of the graphics being downgraded from its arcade predecessor, KI is a superb translation. Almost everything you've come to expect from the coin-op has been retained, such as Ultimates, Ultras, Danger Moves, Humiliations and Combo Breaker. Two additional features include a Practice Mode where you can work on your combos and a Tournament Mode where up to eight players can join in on the fun. KI definitely gets my vote!

MIKE: The killer (no pun intended) arcade hit finally comes to the home systems. Nintendo did a great job of porting it over to the Super NES. The playability and music are top-notch. Any gamer who knew how to play at the arcade will not have trouble pulling off the moves on the home version, which really surprised me. The only major difference between the arcade and home is the voice and minor differences in the Fatalities. Bottom line: Any Killer Instinct fan should check it out!

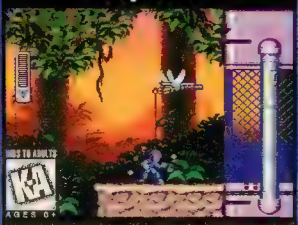
SCOTT: The long-awaited KI has really made a strong showing on the Super NES and for good reason. The game has been faithfully reproduced from arcade version into cart form, and it has managed to retain most of its appealing features. Tournament Mode adds a load of fun by automatically keeping track of the placement bracket. I'd guess KI will be Nintendo's "hot blast" fighting game for the Super NES. It is going to be a hard game to top in this dying market.

Best Feature:	Sound
Worst Feature:	Smaller Fighters
Time To Complete:	Medium
Also Try:	KI Arcade and any MK

super nes

MEGAMAN X3

capcom



category:	release date:
Action	Now
challenge:	**back-up:**
Hard	Password

Megaman X3 excels where MMX2 failed. While the levels aren't the most original, they are larger than the others by far. The control is exactly the same as before. There are tons of secrets hidden throughout the game. MMX3 is a little too tough, however. Megaman has a cool homing shot later on, and you can even play as his pal. Even though the snow level hurt my eyes, MMX3 is fun to play, because the secrets are everywhere. Can you find them all?

I've always been a big fan of the Megaman X series, but I'm very indecisive about this third game. Everything that made the first two games great has been kept in 3; however, I would like to see some change. Even though I like the game the way it is, how about trying something new that would separate it from its prequels? I guess if it's not broken, why fix it? With the exception of a few minor changes, MMX3 is a close duplicate to MMX2.

Megaman X3 is quite similar to Megaman X2. The control and basic powers are exact. However, the levels are noticeably larger than its predecessors. There are a lot of hidden levels and power-ups that you can find to make the game a lot more fun. The game tends to annoy me because of the difficulty level. It's hard! To be honest, it's a good game, but I find it too similar to the other Megaman games. I wish there were more changes from its predecessors to make this installment more enjoyable.

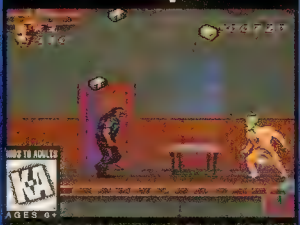
I am so sick of Megaman, that I have dreams at night of the blue-clothed hero showing up to my house and forcing me to play more of his redundant titles. This latest release is just like all the rest; it looks and plays really well but the story needs a serious facelift. Besides the addition of Zero and the new custom power-ups, there isn't anything new to stimulate audiences. Megaman X3 has nothing we haven't seen before in earlier Megaman releases.

Best Feature:	**Lots o' Secrets**
Worst Feature:	**Hard as a rock**
Time To Complete:	**Eternity**
Also Try:	**Any of the 100 Others**

super nes

THE MASK

t*hq



category:	release date:
Action	Now
challenge:	**back-up:**
Moderate	None

I can't profess to enjoying the movie, so pardon me if I seem a little jaded. The Mask offers colorful graphics and lots of humorous enemies. The game play is fast and—for the most part—pretty good. I wish there was a jump attack. The music is a lively tango. One major gripe I have with this cart is that you have no idea where you are going or what you are trying to accomplish. The levels are huge, but it's all mindless action. The Mask is a good game, but it needs more diversity.

Most movie-to-game conversions suffer because the game is expected to sell on the title rather than what it has to offer. The Mask is one of the few adaptations that breaks this mold by actually offering some cool features. While the overall graphics are only average, the animations are extremely well done, and the game offers numerous methods of attacking the villains. The biggest drawback are the levels; they are drawn out and repetitious.

Another game based on a hit movie. Play as the Mask who must traverse through the hallway of your apartment, the streets and more. The animation of The Mask really impressed me and you are given enough weapons to take them out. However, the annoying music and enemies are lame. The first level will make many players lose their bearing of where they have been and need to go. Overall, it is a good game in its own right, but there are similar games out on the market.

Usually when a movie is converted into a game, a lot of integrity is lost in the process. But The Mask is different—it revolves closely around the outlandish actions seen in the movie. The graphics and animations are deserving of the name on the box. Levels are challenging but can be beaten easily by experienced players. Undefeatable enemies such as the 'cat thrower' are unnerving for players with no patience to sneak by them. If you liked the movie, give the game a shot.

Best Feature:	**Animation**
Worst Feature:	**Fun Factor**
Time To Complete:	**Medium**
Also Try:	**Spawn**

super nes

WILDC.A.T.S

playmates

category:	release date:
Action	Now
challenge:	**back-up:**
Adjustable	Password

WildC.A.T.s is an above-average fighting game, if you look beyond the fact that (except for the Bosses) you battle the same enemies over and over. The cinemas are cool, as is the story. Why does the ending use the same cinema screens? WildC.A.T.S is a good challenge, and I like the levels for the individual characters. They controlled a little too loosely however, and I slid around a lot. The graphics were top-notch and reflected the look of the comic.

WildC.A.T.s may appeal to the younger audience if they're really into the comic-book series, but as far as the game goes, it left a bad taste in my mouth. It does have some neat features, such as different moves for the three characters and a story line that actually followed the game, but fighting the same villains over and over got repetitious after about a half hour of play. It takes more than just pushing the same button constantly to hold my interest in a game!

WildC.A.T.s, which is based on the comic-book series, follows a story line and contains characters that have three basic moves. As in any Final Fight-type game, it is a typical side-scroller in which you must punch and kick your way through the levels. After a while, the enemies are all similar and the levels get old and repetitive. Punching and kicking my way through this game did not hold my attention for very long and basically made me yawn.

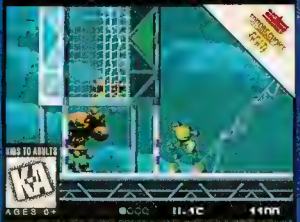
I was expecting a lot worse before I even started WildC.A.T.s. I was dreading the thought of more converted comic-book heroes that look good but play truly nasty. But after trying it, the decent control and the superb superhero animation really got my attention. The ability to use the entire screen in the classic Double Dragon style also added some fun. The Bosses are kind of tough; they always seem to be just a tad faster and more powerful than your character.

Best Feature:	**Story**
Worst Feature:	**Automatic Hits**
Time To Complete:	**Medium**
Also Try:	**Final Fight**

genesis

VECTORMAN

sega of america



category:	release date:
Action	Now
challenge:	**back-up:**
Adjustable	None

ANDREW: It seems like Sega has a new mascot. Vectorman offers graphics that make it look like it's on a system other than the Genesis. The animation is really smooth. Surprisingly, VM excels in the control department. It doesn't have anything really new, but it plays well. The game play is fast, and the action generally is intense but not frustrating. Think of Strider with a gun. The audio is just right. I recommend this cart to anyone who still plays his or her Genesis. It's worth purchasing.

MARK: Most Impressive! Vectorman totally blew me away with some of the most detailed graphics and heart-pounding sounds I've ever seen on the Genesis. The animations of the characters in this game are fabulous, and the large levels are loaded with tons of hidden areas and secrets. With a wide range of power-ups and the ability to transform yourself into many different forms, Vectorman is everything you could ask for in an action game.

MIKE: The clean graphics and animation are the first thing I noticed about this game. The levels are big and have plenty of hidden areas. Throughout the game, Vectorman can morph into various forms including a jet, fish, bomb, missile and more, which keeps the game interesting. It might just be me, but I found the levels and enemies can get boring after playing for some time. Overall, Vectorman is definitely a game to check out if you're looking for an addition to your Sega library.

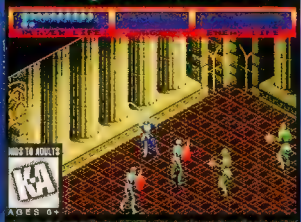
SCOTT: Vectorman brings superb game play, precise control and sophisticated sound and graphics to the Genesis. This cart is challenging all the way through with tons of enemies and random goodies to shoot. A load of power-ups and specials also add to the action and variety. The worst part of the entire game is the lack of a password or back-up of any sort. Earthworm Jim lovers need to check this title out—it's not as silly as EWJ, but highly addictive.

Best Feature:	Nearly Everything
Worst Feature:	Repetitive
Time To Complete:	Medium
Also Try:	Ballz

genesis

LIGHT CRUSADER

sega of america



category:	release date:
RPG/Adventure	Now
challenge:	**back-up:**
Easy	Battery

ANDREW: It's good to see another RPG for the Genesis. I just wish that it would leave the Boxxle puzzle elements out of it. The graphics are really good, and the story is cool enough. The fighting sequences are difficult, especially when the range of your sword is so small. Magic helps a little. The perspective works and it doesn't. It adds a new dimension to the game, but at times the combat is hindered and doors are hard to see. Still, Light Crusader is fun despite these flaws.

MARK: Light Crusader is a hard game to judge. It excels in terms of graphics, and the ingenuity of gameplay. However, even the most hardened players will find the perspective difficult to get used to. I've never seen puzzle elements mixed with action quite this way. Light Crusader is weak in the story department, particularly where you must find out where to go next. The interface is nice when using items, but the combat did not work. LC needs more action scenes and less puzzles.

MIKE: Light Crusader is an RPG/adventure game with a simple and easy-to-use interface. The graphics are clean and somewhat colorful plus the musical score is fitting. All RPGs should have a story line and a purpose for your adventure, but Light Crusader is a little weak. The game suffers from drab enemies and boring gameplay. If you are looking for an RPG/adventure with a great story line, you had better keep on looking because this game is not it.

SCOTT: Can anyone help me find the story? Maybe it's just a trend not to include a story in an RPG, but I think it's wrong. The graphics in Light Crusader are possibly the only item that deserve honorable mention. While the control will strike fear into the hearts of many, the story (or lack of) is very restricting, forcing you to complete one action at a time with little decision making. Light Crusader is a fine example of another battle lost in these final days of the 16-Bit generation.

Best Feature:	Backgrounds
Worst Feature:	The Story
Time To Complete:	Medium
Also Try:	Boxxle & Zelda

genesis

EARTHWORM JIM 2

playmates

category:	release date:
Action	Now
challenge:	**back-up:**
Adjustable	Password

ANDREW: Earthworm Jim 2 tries hard to be better than the original. But where the first had technique, this one just gets cheap. Visually it isn't all that good-looking. The animations are really cool, but it seems like they are substituted for decent game play. There are tons of instant hits throughout. The gameshow as well as the Psy-Crow scene really irked me. What do the levels have to do with the story? Why a salamander? I can't say I had any fun with this one—it's too tedious.

MARK: The original EWJ made Game of the Year. How about 2? Everything that you've come to love, and then some. Better weapons, better levels, more methods of attacks. Who can forget the stand-still animations? Like its predecessor, EWJ2 excels in every aspect of the game and first and foremost is fun! The game does have a slightly different feel to it, since Jim is now shrunk down quite a bit, and moves a little differently than he did in the original.

MIKE: Whoever liked the original Earthworm Jim (who didn't?) will Like EWJ2. EWJ2 has more weapons, totally weird levels, a mucous-type parachute/swinging mechanism and more cows than before. The game controls are somewhat similar to the first and the animation is as good as ever. Some of the stages can be a little drawn out and boring. Other than that, it is a good game and sequel to the Game of the Year. Definitely try this cart out!

SCOTT: The first EWJ really got my attention when it was released and the second version was no different. I imagined all of the wackiness was used up in the initial EWJ but to my surprise it wasn't. The entire game remains basically the same with the only change being the levels, which are even crazier than before: Slugs running from salt, saving puppies being thrown from windows and racing chickens through levels all make EWJ2 well worth the wait

Best Feature:	Just Like EWJ
Worst Feature:	Hasn't Changed
Time To Complete:	Long
Also Try:	EWJ

AMERICA'S LARGEST KILLER OF TIME™

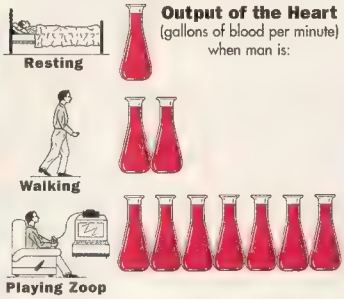
ZOOP - YOU MAY ALREADY BE ADDICTED

No one is immune

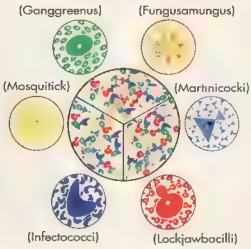
Parents

Children

Output of the Heart
(gallons of blood per minute) when man is:



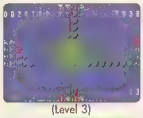
($zoop x 10^{10}$)



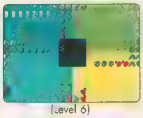
A healthy Iris

The same Iris *after* Zoop

The stages of Zoop
(what to look for)



(Level 3)



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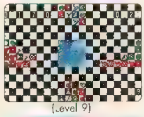
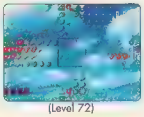
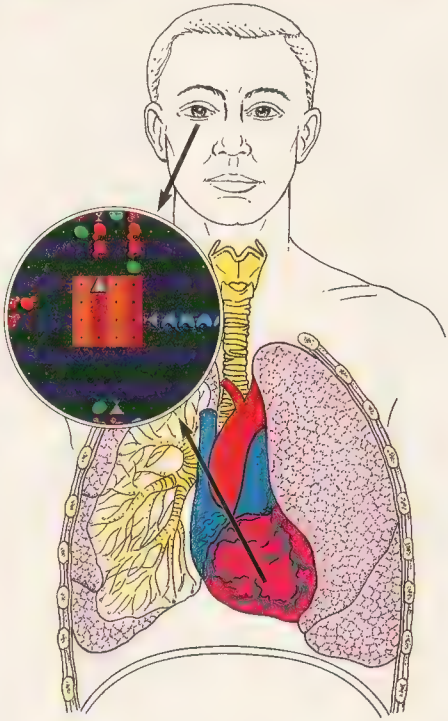


(Level 9)



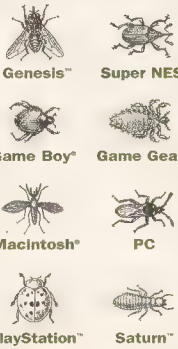
(Level 72)

(this pattern continues on, and sadly always leads to one's demise)

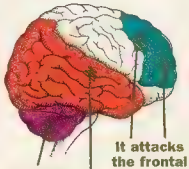


It looks like a harmless video game until it enters the bloodstream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

Known carriers of Zoop



How Zoop affects the brain



It slowly eats at the Cerebellum restricting: movement, coordination, balance

It attacks the frontal lobes of the Cerebrum impairing: judgement, higher learning, reason

It mutates the Medulla causing irregular: digestion, respiration, heartbeat

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genesis

GARFIELD

sega of america

category:	release date:
Action	Now
challenge:	**back-up:**
Adjustable	Password

ANDREW: Garfield has the humor and animation of the cartoon. The graphics are top-notch, the sound is pretty good for the Genesis and the levels are themed. I can't help having visions of Gex every time Garfield is sucked into his TV. The gameplay—for the most part—is decent, but it's very hard for you to avoid hits from some of the enemies. This is one of the games that will keep the Genesis around after the next-generation systems hit. Garfield is cool but sometimes cheap.

MARK: I don't mind playing a difficult game, as long as it's difficult for the right reason. A game is supposed to be challenging enough to keep your interest, but not so impossible that no matter how many times you go through a given level, you're still going to get hit by the same enemies. Garfield would have been an enjoyable game to play, but due to loose control and mandatory hits, in the end it turned out to be more frustrating than anything. I suggest skipping it!

MIKE: When first seeing this, the average person would think that it is a cute game with great animation and graphics containing Garfield, Odie, Pookie, etc., but it isn't. Throughout the game there are cheap and mandatory hits that would drive the average person insane. The game control is slow and loose. This might be the reason you take so many hits. If Garfield had more range with his swing and was quicker, it would be more tolerable and significantly easier.

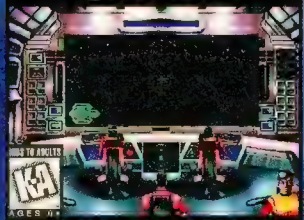
SCOTT: The title of this game should be changed to "Garfield And The Tale Of Automatic Damage." It has way too many cheap hits to make it enjoyable for the younger audiences it is aimed at. The character graphics and level originality are very good, but still don't make up for sloppy control. Cheap hits and a bad control interface *really* bother me and Garfield has both of them. If you don't mind these flaws try it out, but Garfield has really rubbed my fur the wrong way.

Best Feature:	Yep, the Cat
Worst Feature:	Cheap Hits
Time To Complete:	Medium
Also Try:	Game Gear Version

32x

STAR TREK: STARFLEET ACADEMY

sega of america



category:	release date:
Simulation	Now
challenge:	**back-up:**
Adjustable	Password

ANDREW: While I watch *Star Trek*, I just couldn't get into this cart. Hard-core players may enjoy its depth and sheer amount of Trekkie lore, but to me it just got tedious. The space combat sequences were boring (no wonder there are so few on the shows) with little real strategy that I was able to find. I did like the music, which sounded good, but tinny. The graphics are a little too dark for the subject matter. Overall, great for fans, but too complex for regular players.

MARK: I was disappointed that the game looks and plays like the 16-Bit version of Starfleet Academy. There are some cool aspects to the game, but after playing it a short while, I lost interest. One would think that the 32X's capabilities would be used to enhance the visuals. The ships should look realistic or there should be other improvements. However, SFA doesn't look 32-Bit. If you're a true Trekkie, you may enjoy the game—but it didn't have enough to keep my attention.

MIKE: As in the Super NES version, Starfleet Academy has many options, scenarios and a simulator to practice your battling techniques and miniscenarios. This game does not exploit the capabilities of the 32X—I was expecting more out of the graphics and sound. The game would be better off if there was music and cleaner graphics. Overall, Trekkies might find it enjoyable because of the familiar sights and sounds from the popular series, but once again, I was expecting more.

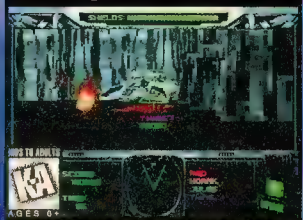
SCOTT: Let me start out by saying that the 32X version really hasn't changed much from the original Super NES version. Besides the improved 3-D ship polygons, not much else has changed to tap the 32X graphic capabilities. The simulations have good content, but are severely restricted during combat. Manually targeting enemy ships is a chore to accomplish, being hard to precisely aim and fire accurately. This version has improved, but still wasn't what I expected.

Best Feature:	It's Star Trek
Worst Feature:	Limited
Time To Complete:	Medium
Also Try:	ST: SFA (Super NES)

32x

T-MEK

sega of america



category:	release date:
Simulation	Now
challenge:	**back-up:**
Moderate	None

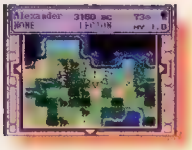
ANDREW: I enjoyed the arcade game a lot. It was a fun brainless battler. For some reason it didn't translate well to the home. Sure, the graphics are good, and all the game elements are here, but it doesn't have any substance. Something should have been added. As it is, the sound is pretty good, and the grainy look of the game is minimal. T-MEK slows down quite often, which hurts its score. T-MEK is fun for a few hours, but you'll end up bored after playing it for awhile.

MARK: T-MEK is an arcade translation that falls short of bringing the "real" experience to a home system. The graphics were not the best to begin with in the arcade and have deteriorated further on the home version. I wasn't impressed by the sound either. There was a special feeling in the arcade, but its intensity has been lost. The only positive was the ability to fight another player in an exciting battle to the death. When translated, the element of excitement seems to have been left out.

MIKE: In T-MEK, the only goal is to destroy as many enemies as possible within the given time limit. You have a choice of six mechs, which vary in speed, shield and weapons, and six playing fields. The actual game controls fairly well, but it was really stripped down in the conversion from arcade to home system use. I would have enjoyed the game much more if they would have added a few more options in the transition from arcade to home to increase the playability.

SCOTT: Mech battling in an arena filled with special weapons and obstacles is long overdue for home systems. However, I feel that T-MEK isn't the title that does the job. T-Mek has a good concept and a challenging game, but its conversion appears to have wasted the increased processing muscle of the 32X. I have no doubt that the same title could have been done the same (if not better) on the Genesis. I really couldn't get into this game at all.

Best Feature:	Two-player simultaneous
Worst Feature:	Few Options
Time To Complete:	Medium
Also Try:	T-MEK (Arcade)



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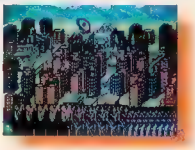

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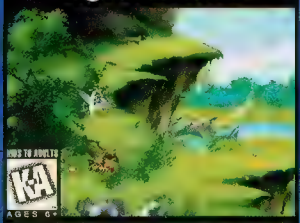
32x

KOLIBRI

sega of america



category:	release date:
Shooter	Now
challenge:	**back-up:**
Moderate	Password

ANDREW: Kolibri will instantly bring to mind Sega's other nature-themed game, Ecco. While the visuals are beautiful to behold (lots of colors and detail), they get repetitive. Kolibri has a very unusual control scheme that is hard to get used to. Some of the levels have a puzzle that needs to be solved, but the player is left hanging as to what it is. Kolibri is part puzzler and part shooter. The action aspects lack precision: If you die, you can get caught in a loop of deaths. It's okay, but I just don't get it.

MARK: This one's a little hard to describe. It's a shooter-type game much like Gradius, but instead of being in control of some futuristic aircraft, you lead the life of a small bird. This groundbreaking title was done by the same people who mastermind Ecco the Dolphin. The game plays somewhat like Ecco, except that the levels are much smaller. The controls for your feathered friend are very realistic and the graphics for the game look superb on the 32X. Very ingenious!

MIKE: The first things that impressed me about the game were the clean graphics, the serene music and the calm atmosphere that surround this game. It reminded me of Ecco the Dolphin though it differs quite a bit (it's a shooter). Although the enemies and levels are unique (bullfrogs, bees, waterfalls, etc.), you can easily become frustrated. Once you continue after being killed, you reappear as a one-hit wonder and quickly get killed again. What's that all about?

SCOTT: Just when I thought there was nowhere left to go with a shooter, suddenly a hummingbird hops into play. Kolibri is filled with the best possible graphics of birds and insects I have ever seen. It controls fairly well, but the game needs work on the cheap deaths when restarting. Wind pressure is also a source of irritation since it forces you where you don't want be. There is no mistaking it: Kolibri is the first of a new trend in bird shooters. Wait, let's forget I even said that last statement.

Best Feature:	New twist
Worst Feature:	Boring
Time To Complete:	Medium
Also Try:	Ecco the Dolphin

saturn

ROTK IV

ROMANCE OF THE THREE KINGDOMS IV

koei

category:	release date:
Strategy	Now
challenge:	**back-up:**
Moderate	Memory Card

I've been a fan of Koei's sims for a long time, and Romance for the Saturn lives up to its name. The same addictive game play and strategy from the Super NES version are here. That in itself is excellent, but FMV cinemas have been added and the graphics are touched up. Like before, you can create your own generals with the edit feature. You can have loads of fun adding your friends to the pages of history. If you enjoy war sims, you'll have a ball with this one.

Romance of the Three Kingdoms IV has everything you could ever want in a strategy simulation. Fully customizable rulers and officers, different modes of game play and an interface that will allow the player to have total control of his or her actions. The game is very in-depth and will be enjoyed by players of this genre. If you have problems finishing games quickly after buying them, give ROTK4 a spin. Trust me, you'll be playing for a while!

ROTK4 is similar to many of the Koei games done in the past. The game, complete with small clips of full-motion video sequences and the ability to make full complete libraries of rulers and officers, can be addictive. The interface as well as the game itself can be quite consuming, but as long as one reads the instructions, the game can become addictive. Full of scenarios and multitudes of variables to make each game different, this game has a playability factor of 10.

Koei has a winner forcing its way into the Saturn market. ROTK4 is perfect for all strategy-minded individuals who enjoy driving enemy masses before them (which is a lot of fun when the enemies are your friends in Multiple-player Mode). Custom rulers and generals let you design your "perfect" monarch to lead your empire. The many cinemas are also a welcome addition to this feudal strategy sim. Wanna-be Napoleons should keep an eye out for this one.

Best Feature:	Multiplayer
Worst Feature:	Starting Out
Time To Complete:	Eternity
Also Try:	Other ROTKs

saturn

VIRTUA FIGHTER

REMIX

sega of america

category:	release date:
Fighting	Now
challenge:	**back-up:**
Moderate	None

I really don't know how this will be received by players. Why didn't they focus on the much better VF2 instead of rehashing the original? The visuals and gameplay have been tweaked a bit here. Although it's enough of a difference—that if you see them side by side—you'll see that Remix is better, it's still just the same game, though. If you love Virtua Fighter, you'll probably chuck out your old disc in favor of this one. It's cool, but more of the same.

If you're a huge Virtua fan, then Remix may be the game for you. On the other hand, the only noticeable changes in the game are the graphics. A lot of the glitches that plagued the earlier version of VR have been fixed. Texture mapping was used to make the overall game have a cleaner look to it, and the players have gone through a noticeable size increase. If you do not already own VF, then Remix is the definite choice, but if you do, it's just more of the same.

The first thing I noticed about this game was the redrawn caricatures of the fighters. Upon further playing the game, I noticed the fighters are all revamped with more body detail (not just plain polygons anymore) and redone music. Other than those changes everything is the same; the moves can be pulled off the same and stages have not changed. Don't get me wrong, I like the game, but it is just a rehash of the original Virtua Fighter.

Not being a big fan of the original Virtua Fighter, I must admit that I wasn't very excited to get my hands on the remix, but after seeing the excellent graphics that increased tenfold over the first VF, I quickly became a loyal follower. The only negatives I found were the floating jumps and consistent falling (or being pushed) out of the ring. Compare it to mold or whatever you like, the VF Remix will definitely grow on you. It is the best game you can get for its nonexistent price.

Best Feature:	Revamped Fighters
Worst Feature:	Variable Gravity
Time To Complete:	Medium
Also Try:	Virtua Fighter or Tekken

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saturn

STREET FIGHTER: THE MOVIE

acclaim

category:	release date:
Fighting	Now
challenge:	**back-up:**
Moderate	None

ANDREW: I don't like this game for two reasons: The control is poor, particularly when charge moves are concerned; and the two-frame animations need to go. Other than that, it's digitized Street Fighter. No, it's not a translation of the arcade game of the same name. No juggling combos, or anything like that. The FMV cinemas are really clear, and the Story Mode is a really cool idea that should be used more often. If not for the control (a major point) SF: The Movie would have rated higher.

MARK: Some good points, some bad points. First, even though the quality of the movie clips was below average, it did a good job of setting up the story of the game. The overall graphics could have been better but were passable. The controls were another story. Besides having problems getting some of the moves off, there was a lot of limitation in comparison to the coin-op. The Movie Mode is a cool feature, but not enough to send me running to the store for this fighter.

MIKE: Could have been better. The Movie Mode is is a bonus and the clips were alright, but the game play itself needed some work. I found it difficult to pull off even the simplest of moves (fireballs, dragon punches). I was disappointed that this game was not as faithful a rendition of the arcade as I thought it would be. By itself, the game is not half bad, but if compared to the arcade, it is a weak translation. Definitely one you want to try before you buy.

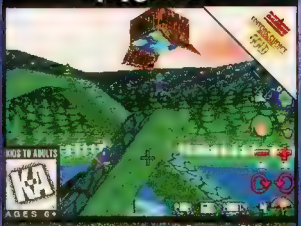
SCOTT: Remove the movie-like animations of the characters and the extraordinary full-motion video intro and you are left with a normal version of Street Fighter that really hasn't changed much from the earlier versions. The sound has improved as compared to other SFs but still pales in comparison to the arcade version. More time was spent digitizing the characters than was put into bringing the game to a higher level. Street Fighter: The Movie continues to be an acquired taste.

Best Feature:	**Story Mode**
Worst Feature:	**Control!**
Time To Complete:	**Variable**
Also Try:	**Mortal, well you know...**

playstation

LEMMINGS 3D

psygnosis



category:	release date:
Shooter	Now
challenge:	**back-up:**
Moderate	Password

ANDREW: Lemmings 3D is an innovative puzzler. The graphics are outstanding, especially in a genre where they are largely ignored. The game play is different, and very hard to pick up. You will spend hours trying to learn how everything works. The camera movement is tough. I was daunted by the play mechanics. Once you finally get the hang of it, Lemmings 3D is loads of fun. It's one of those games you buy and play when you're tired of playing your favorites.

MARK: The only complaint I have about Lemmings 3D is that I wish I had more time to play the game. Being a huge fan of the original Lemmings and puzzle games in general, I was very impressed with the way the game looks and plays. This is definitely a title that would get my award for most unique game. Multiple camera angles, a Training Mode for new players and an incredible interface to a very complex game are just a few reasons Lemmings 3D is a winner.

MIKE: Lemmings go 3-D! I liked the original Lemmings games, but I love Lemmings 3D. This game has new features the originals didn't, such as a new Turner Lemming (turns the others 90 degrees), four cameras you can set up at different angles and Virtual Lemming (my favorite). With the Virtual Lemming you can actually get a first-person perspective of an actual Lemming while playing. Any person who is a Lemming lover or wants a game that differs from the rest, check it out.

SCOTT: As a long-time Lemmings fan, its great to see them grow into the third dimension. The masses have been rendered into 3-D with impressive accuracy. Adjusting to the unlimited view and camera control can be a shock for the unsuspecting. The mazes hold the same classic challenge and most importantly, it feels as if you are still playing a Lemmings title and not a Doom clone with green-haired characters. Previous Lemmings fans, rejoice

Best Feature:	**The Challenge**
Worst Feature:	**View Control**
Time To Complete:	**Long**
Also Try:	**Nothing much like it**

playstation

DISCWORLD

psygnosis

category:	release date:
Adventure	Now
challenge:	**back-up:**
Moderate	Memory Card

ANDREW: Discworld is best described as an interactive *Monty Python* episode. The voice prevalent throughout gameplay is hilarious and the quest is loads of fun. The graphics are drawn well. I wish it was possible to interact with more things, but the game is large enough to overload you with puzzles. The access time in the opening cinema has to go. If this is a sign of the adventure games to come for the PlayStation, the future looks very bright indeed. Great game, hilarious story.

MARK: Discworld was originally developed for the PC, and will be making its way to the PlayStation. First of all, you should buy the PlayStation Mouse before you can totally enjoy it because the pad gets cumbersome. This is one major drawback that—up until now—has plagued many home conversions. I found myself not wanting to put this baby down right from the get-go. Excellent graphics, intricate story line and humor are just a few of the features that make Discworld a winner.

MIKE: This game, originally designed for the PC is now going to grace the TV screens of PlayStation owners. In Discworld, you control the character Rincewind and must rid your kingdom of a dragon. Eric Idle of *Monty Python* is the voice of Rincewind, and with the voice of Eric also comes the humor of *Monty Python*. The game is hilarious. The worst thing about the game is the fact that once you start playing it you will have absolutely no friends or social life.

SCOTT: I hear Eric Idle's voice. No more needs to be said! As the funniest point-and-click adventure to appear in a long time, Discworld features a load of dialogue and done in sarcastic British humor. This game is solid entertainment from the intro to the last stage. Even the riddles and quests have been developed for enjoyment more than purpose. Graphics are top-notch. And control is, well, the standard for a point-and-click. My only gripe is that the game drags at some points.

Best Feature:	**Humor Scripts**
Worst Feature:	**Slow Play**
Time To Complete:	**Medium**
Also Try:	**Discworld—PC**

FINISH HIM!

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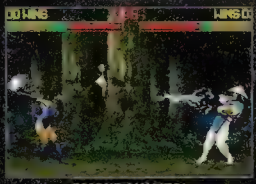

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SEGA SATURN

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3do

FLYING NIGHTMARES

domark

category:	release date:
Simulation	Now
challenge:	**back-up:**
Moderate	None

ANDREW

Flying Nightmares will probably turn off 90 percent of those who play it. It is extremely complicated and you have to use the instruction manual at all times or you won't ever get off the ground. The complexity is a bit extreme, especially without a keyboard. It scrolls smoothly and it has some really awesome music. Flying Nightmares isn't all that thrilling, even in Arcade Mode. If you want realism, Flying Nightmares has it, but you're going to have to take lessons first.

MARK

I'm a big fan of the flight sims, but this one came up short in just about every category. First, the controls are near impossible to figure out since there are so many combinations with the shift buttons on top. It took me more than 20 minutes just to get the plane off the aircraft carrier in the training mission. The graphics are well below average and the sound effects are enough to put you to sleep. It should be called crash and burn instead.

MIKE

Flight sims are definitely my cup of tea. With all the flight sims out on the market right now, I really don't think Flying Nightmares will cut it. Aside from the cool cinemas and quicktime movies on the Weapon Selection Screen, the game is not that good. The control of the game is bad, the graphics and sound effects are less than satisfactory and game itself is basically just not fun. Instead of "Flying Nightmares" maybe they should have called it "Nightmare."

SCOTT

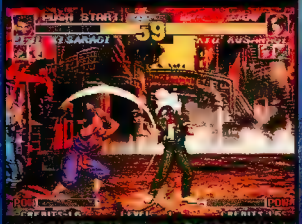
Warning—don't even attempt Flying Nightmares without the 3DO flightstick. The title accurately describes the experience you will encounter if you try to use the keypad. FN is undoubtedly the best in-depth flight sim to be released in a long time. Its complex series of controls will test your abilities (and memory skills). While the sound effects will put you right there in the cockpit flying at mach 0.91. The mystique of piloting a Harrier got my attention in a big way!

Best Feature:	**Blowing Things Up**
Worst Feature:	**Landing**
Time To Complete:	**Medium**
Also Try:	**Air Combat**

neo·geo

KING OF FIGHTERS '95

snk



category:	release date:
Fighting	Now
challenge:	**back-up:**
Moderate	None

ANDREW

King of Fighters '95 is an excellent fighting cart. I would recommend it to anyone with a Neo. It is a good improvement over the original. The Team Edit Mode was something I really needed. The new team added to the game has Billy Kane, a personal favorite of mine. The backgrounds are beautiful and make full use of the Neo's capabilities. The sounds are just average. The control is top-notch but the super moves are just plain inhuman to get off. At least try it in the arcade.

MARK

If you're a fighting nut, then King of Fighters '95 is definitely the game for you. Some major improvements over last year's version include cleaned-up graphics throughout the levels, some teams have been pulled out and replaced by others and a team edit where you can pick any three fighters from the available 24 and make your own dream team. As far as Neo titles go, King of Fighters '95 is at the top of my list. The game is expensive, but well worth it.

MIKE

SNK has done it again. I didn't think they could do it but they improved upon KOF '94. In KOF '95 they replaced one of their old fighting teams and added a new one. My favorite new option was the added Team Edit Option in which the player can choose any three of the 24 fighters to make their own personal team. The game play and animation is top-notch. With these changes and the new backgrounds, SNK has produced perhaps their best fighter yet.

SCOTT

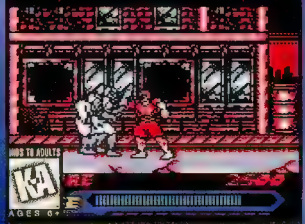
The '95 addition of King of Fighters includes a new variety of impressive stage backgrounds filled with new water and fire effects. Also new in '95 is the ability to select a whole team (as in '94) as well as allowing you to pick from any of the 24 available characters to form your own lethal combination. As a whole, King of Fighters '95 really hasn't changed all that much or added anything to get excited over, but it's still a well-rounded game definitely worth buying.

Best Feature:	**Character Selection**
Worst Feature:	**Cost**
Time To Complete:	**Medium**
Also Try:	**Any Fighting Game**

game boy

POWER RANGERS: THE MOVIE

bandai



category:	release date:
Action	Now
challenge:	**back-up:**
Easy	Password

ANDREW

Power Rangers is surprisingly good. The control is very precise and the attacks are easy to do. My only problem came with punching through the enemies. The graphics are large and easy to see—very important on a portable game. The opening music really rocks. There are some cheap areas where even with precision control you tend to die. Still, Power Rangers is a long adventure that will take time to win and still be fun all the way. It's is worth purchasing.

MARK

Mighty Morphin good time! I had a lot of fun with the game, but it would have been nice to see some differences between the Rangers. I was impressed to see that you could pick between each of the six heroes, but besides the color, each one is identical. Sort of a letdown. The levels were pretty big, but the game seemed very easy to get through especially using the elbow slide after morphing. I was also impressed by the catchy tunes!

MIKE

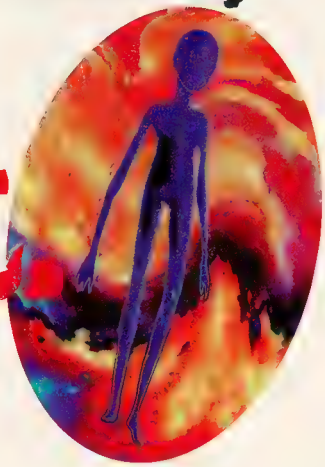
Power Rangers could have been a bit better. The biggest problem I had with the game was that the only difference between the characters is the color of their suits. Another drawback is the attacks: When punching or kicking, I found myself punching or kicking through the enemies due to lack of collision. Small children will find this cart entertaining because it is the Power Rangers, but if you're looking for actual game play, you might want to look elsewhere.

SCOTT

I was expecting a better conversion to the Game Boy from the admirable Super NES version. I was shocked to find that the game play didn't even hold a candle to the design of its bigger brother. It is poor and extremely simplified even for a GB title. All of the Rangers have the same moves. The only reason to try any of the other characters is just to see the color of their suits change. All but the youngest players and hardcore MMPR fans will find this title excessively lame.

Best Feature:	**Good Game For Kids**
Worst Feature:	**Lack of Attacks**
Time To Complete:	**Short**
Also Try:	**Super NES Version**

Screw the Prime Directive. If it's on radar, it's toast.



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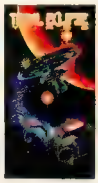

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CRYSTAL DYNAMICS

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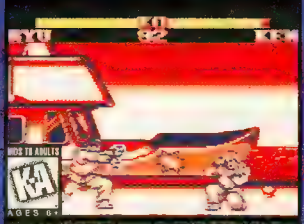
game boy

STREET FIGHTER II

nintendo



category:	release date:
Fighting	Now
challenge:	**back-up:**
Adjustable	None

ANDREW: If you've got to have Street Fighter on the go, this is as good as it gets (except for the Turbo Express SF2). The animation is very choppy and having only two buttons tends to hurt the game play. The graphics are surprisingly good and the Super Game Boy adds some nice touches when you use it. The music is just like the Super NES—well not really, but it's close. You can get the moves off, even the Spinning Piledriver. It's good, but Street Fighter's old now.

MARK: I was surprised that a six-button game could be done so well for a system that has only two buttons available. Most of the moves seem to be intact, but for big fans of the game, it would seem like more of a hassle to relearn all the moves. I like the fact that the Endurance Mode was added, it is a nice addition to a downsized version of the game. The graphics are done extremely well on the Game Boy, and with playability at its best, SF2 gets my vote for the portable.

MIKE: The first thing that came to mind was: "Why is this coming out now?" The game play in SF2 was surprisingly great. I could actually pull off combos as if I was playing the arcade version. The game speed was lethargically slow, and the collision was not accurate. I found myself throwing fireballs and hitting the opponent at the peak of his jump. Basically, it is a good fighting game for the Game Boy, but still I wonder: "Why did it take so long?"

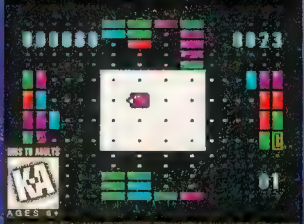
SCOTT: Better late than never is the first thought that comes to mind. While other systems have advanced to SF: The Movie, Capcom brings up the rear with its latest addition to the Game Boy line. It has all the same thrills as expected from SF but is very slow. The adjustable difficulty can be lowered to a level low enough for players of any age to enjoy. The special moves have not changed much and are fairly easy to complete as long as you have a slow metabolism.

Best Feature: It's Street Fighter
Worst Feature: Choppy Animation
Time To Complete: 1 hour
Also Try: Beating up your brother

game gear

ZOOP

viacom



category:	release date:
Puzzle	Now
challenge:	**back-up:**
Hard	None

ANDREW: I didn't really care for Zoop all that much. It's a novel concept that reminds me of a game I have for the Atari 2600. The graphics are simplistic, like all the other puzzlers. This cart isn't really fun to play. It is more like work than anything else, and it certainly isn't addictive. The audio is really poor, even for the Game Gear. I enjoy a good puzzle game, but Zoop wasn't exciting enough. It needs more to keep my attention. Not enough brain teasing for my liking.

MARK: I really enjoy any type of puzzle game, and Zoop is no exception. There isn't really anything flashy or special about the game, but that's okay. The game has only one job and does it very well. Offer the player hours and hours of endless hair-pulling fun. The game is so simple that players of any age can enjoy it, but experienced players as well will be able to have a good time with this title. The sound can get annoying after a while, but that's what the volume control is for.

MIKE: If you are looking for a game to drive you completely insane, this is it. Zoop is comparable to Tetris but with a twist. Once you begin playing it, there is no turning it off. However, the control seems too sloppy and too fluid, which made it difficult to get used to, but that is a small price to pay for tons of fun. As the levels increase, so does the difficulty and intensity. Those who are looking to fulfill hours of their time and get a game with loads of playability, definitely give Zoop a try.

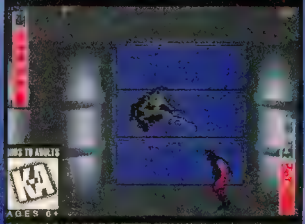
SCOTT: Zoop is one of those puzzle games that will make you...well...insane. The instant you plug this one in, bad Tetris flashbacks appear, ready to turn your brain to mush. Zoop's graphics and sound definitely do not push the Game Gear to its limits, but they are more than adequate for a puzzle game. The control is a little sticky for a fast-action game, but that is part of the fun (difficulty) of playing such a game. A must-try for everyone living in rubber rooms.

Best Feature: Challenge
Worst Feature: Sticky Control
Time To Complete: Medium
Also Try: Tetris

game gear

BATMAN FOREVER

acclaim



category:	release date:
Action	Now
challenge:	**back-up:**
Moderate	None

ANDREW: Batman Forever is a poor game. The graphics are very grainy and everything is hard to see. The worst feature has to be the frustrating control. The gameplay is so unresponsive and confusing. I was tempted to stop playing altogether. Everything about this cart screams that it was rushed. The use of digitized characters hurt this game more than it helped. They just don't animate right. On the bright side, it is better than the 16-Bit versions.

MARK: For a Game Gear title, Batman Forever boasts some very impressive graphics. When a game comes out for cross-platform systems such as the Genesis and the Game Gear, most of the time, the game suffers significantly in the looks department. Batman Forever was surprisingly very similar to its 16-Bit brother, but with only three buttons to use it becomes very difficult to use all the special moves that are incorporated into the game.

MIKE: Batman Forever's graphics, moves and levels are identical to the Super NES and Genesis (despite the fact that you do not have a grappling hook in this version). Overall it is a great translation. The control of the game is a whole different story. On top of the fact that it moves slow as molasses, one tap of the punch button unleashes a flurry a punches that can become annoying and sloppy. This is one of those games that you should try before you buy.

SCOTT: The first and most noticeable feature is the graphics. The characters and movements have been faithfully reproduced into the Game Gear with astonishing accuracy. However, control is a different story. The limited buttons combined with very slow play make the characters feel delayed and sluggish. Punching enemies is nothing more than a delayed sequence that continues well after the enemy is dead. Use Bat-repellent spray on this one.

Best Feature: Graphics
Worst Feature: Slow Moves
Time To Complete: Medium
Also Try: Other Batman Foreverers

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Super NES

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SONY

PlayStation

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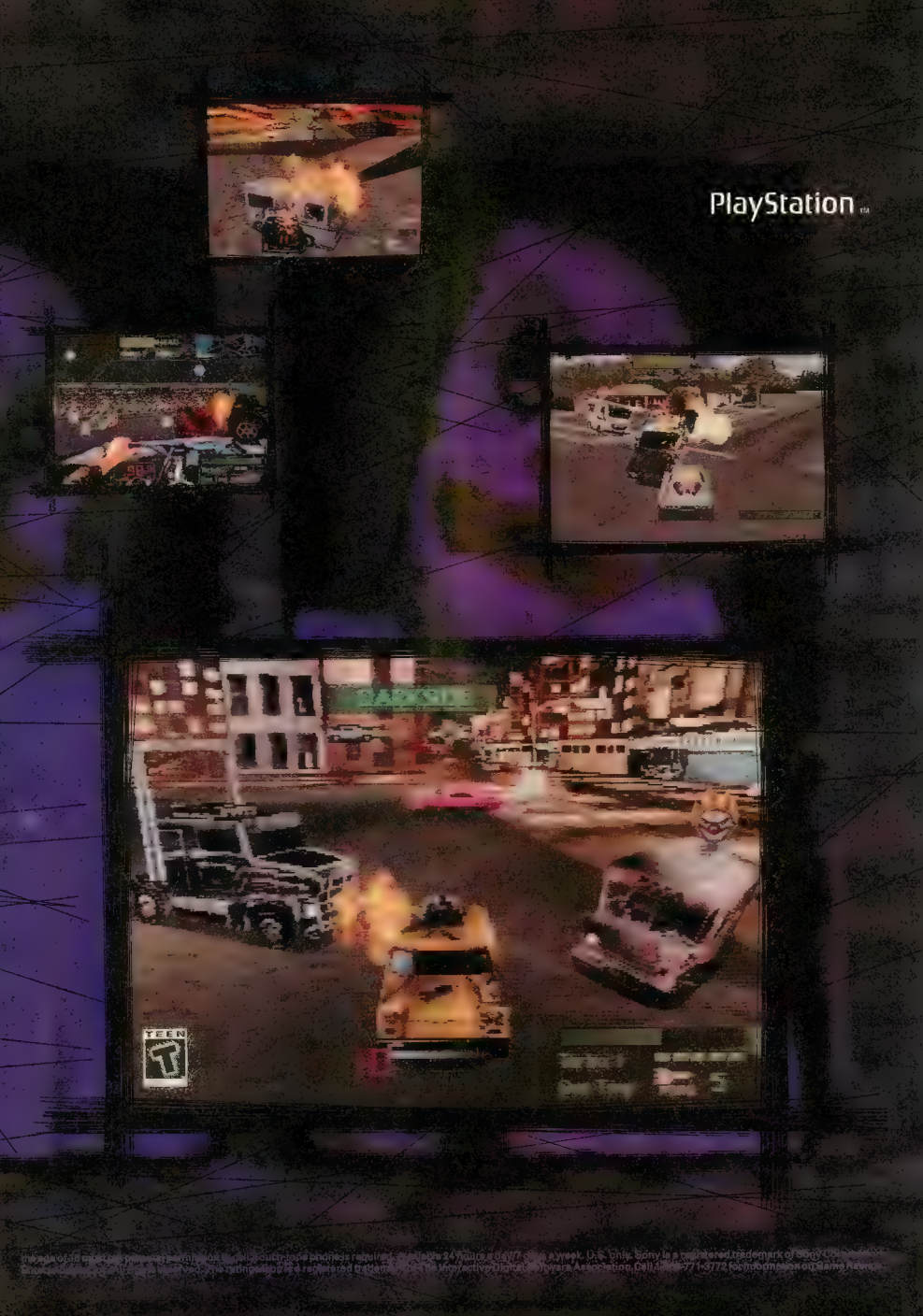
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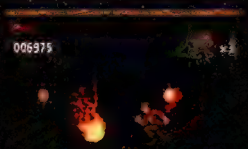

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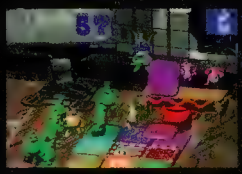

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It's a dream come true. You're a superhero battling the arch-demesis attempting to destroy the world. Each colorful level is teeming with cartoon-quality graphics.

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Rules? What rules? On the way to the Slam City Tournament, anything goes. Comes with a free Team Tap multi-player adapter for up to four-player action.

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With at least six special moves each, they're seven fighters you don't want to meet in a dark alley. But meeting them on a video screen is pretty cool when you kick their butts.

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Made in the U.S.A.
of domestic and imported components.

ATARI

How do they do that?

TRICKS OF THE TRADE

TRICK OF THE MONTH

TRICKMAN LISTENS TO THE VOICES OF LOYAL GAMERS!

Despite all of his better judgment (does Terry have any?), the Trickman went ahead and bought his new 32-Bit game system. He's also going to keep his white monster of a car, "The Boat." Thanks go to all of his loyal readers who sent in suggestions through letters, faxes, and e-mail. So, even though he might have to dump more money into fixing his car and spend many an evening eating dinner out of a can, he's happy. To make Trickman Terry even happier, send your tricks, codes and FAQ's to:

Tricks of the Trade
c/o Sendal Publishing Group
1920 Highland Avenue, #222
Lombard, IL 60148

or send e-mail to:

egmtriks@mcs.com

If Terry's eating his canned ravioli and stumbles onto your great trick, he may like it! If he puts it in the magazine, you'll get your name printed in our mag! Plus, ***EGM*** will also send you a FREE game for the system* of your choice! *Make sure if you're sending e-mail that you include your real name, address, city, state and zip code.* So, make us happy and send your tricks pronto!

Marky K.
(Legal Mojo) Sez:

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PRIMAL RAGE

System	Publisher
Super NES	Time Warner Interactive

At the Main Menu, do the code with controller one.

A new option will appear underneath all the others.

Accessing this option will give you many cheats!

CHEAT SHEET:

Cheat Menu

On the screen with three selections, press LEFT, LEFT, LEFT, RIGHT, RIGHT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, LEFT, RIGHT.

After pressing START at the Title Screen, you will see a screen with three selections. These selections are: Start, Options and Credits. On this screen, press LEFT, LEFT, LEFT, RIGHT, RIGHT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, LEFT, RIGHT. If you enter this correctly, a new option will appear underneath the others called Cheat. Accessing this menu will give you a choice of one-hit wins for either player, invulnerability, free play and Turbo Mode!

Put on turbo, give yourself invulnerability and you're set!

Kirk N. Bramlett Jr.
Jacksonville, FL

SCORE BIG POINTS WITH THIS AWESOME CONTROLLER FROM STD AND *EGM*!

Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAMPAD or SGPROGRAMPAD-2! We're looking for a few good tricks, and if you send us a whopper, you'll be eligible to win our TRICK OF THE MONTH sweepstakes! If you win, you'll score your name in print, the STD controller and a free game for the (allowable) system of your choice! Contests like this come, well, once a month—but you'll only find it in the pages of the Biggest and Best Video Game Mag, *Electronic Gaming Monthly*!

OFFICIAL RULES AND CONDITIONS: 1. No Purchase Necessary. No purchase or payment of any money is necessary to enter. To enter the contest, print your name and address on any one side of a letter containing your tips, notes and mail it to: Tricks of the Trade, Sendal Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Sendal Publishing Group, Inc. (Sponsor) is not responsible for lost, late, misdirected, illegible, incomplete, damaged, stolen or mutilated entries. Sendal Publishing reserves the right to cancel the contest at any time with appropriate notice. 2. Winners: Winners will be judged based on their code's uniqueness, novelty, accuracy, and the fun that code is for already known by the judges. The judges will be from the Sendal Publishing Group. Nominations of any entry, whatever may result in disqualification. All entries and mailings from / become the property of Sendal Publishing Group and will not be acknowledged or returned. By entering winners agree to be bound by the rules of the contest and judges' final decisions. 3. Prizes: Each Winner shall be awarded one of the following prizes: 1) SNPROPAD or SGPROPAD-6, 2) SNPROGRAMPAD or 3) SGPROGRAMPAD-2. All prizes not claimed by a Prize Winner within thirty (30) days following notification by Sponsors shall be deemed forfeited, and shall not be awarded. Prize Winners will be notified by mail. Prizes are non-transferable. No substitution or cash in exchange instead of the prizes at Sponsors' choice. Prizes are unavailable. 4. Eligibility: Sweepstakes open to residents worldwide. Prize Winners shall be notified by mail and must agree to the use of their name and likeness for publicity purposes by Sponsors and sign a release. Employees of Sponsors and their affiliates are not eligible. Neither Sendal Publishing Group, Inc. or SEGA Enterprises, Inc. and their affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or other expenses that consumers might incur as a result of this contest or receipt of prize. All local, state, and federal taxes are the sole responsibility of the Prize Winners. 5. Payment of tax: the prizes will be awarded to the parent or guardian and the release shall be signed by the parent or guardian if applicable. 6. Restrictions: Void where prohibited or restricted by law. All federal, state, and local regulations apply. 7. Sponsors: Contest is created by Sendal Publishing Group, Inc. and SEGA Enterprises, Inc. The Sponsor of the SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, SGPROGRAMPAD-2 is Sendal Publishing Group, Inc. The Sponsor of the SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, SGPROGRAMPAD-2 is SEGA Enterprises, Inc.

mission: DEADLY SKIES™

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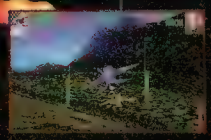
Vertical loops, back turns, speed bursts, or brakes. Hang by the seat of your pants in a one-on-one dogfight on the death cam make a pure kind of quasey. It doesn't matter that you're armed to the teeth with gun cannons, heat seeking missiles and guided missiles. You still have to keep the other guy in your sights using whatever moves you've got. Did you remember to save that doggie bag from lunch?



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PC CD-ROM

KIDS TO ADULTS
K-A
AGES 6+

3DO

SEGA SATURN

PlayStation

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KILLER CODES

RIDGE RACER

(Namco/PlayStation)

This trick will allow you to drive extra cars! While the game is loading, the short "Galaxian" game will appear. You must destroy every alien and get a perfect score on this shooting sequence to make the trick work. Now, press START at the Title Screen and then go to the Car Select Screen. You will see that your number of cars has increased by eight for a total of 12 cars! Some of the cars are faster or have better handling. This makes a well-rounded selection of automobiles!

Another code will let you play with the flag logo. On the title screen, use buttons L1, L2, R1, R2 and the directional pad on pad one to rotate the Ridge Racer logo and flag. You can also use the other buttons to scale the logo in and out.

PRIMAL RAGE

(Time Warner Interactive/ Super NES)

This method will let you choose an alternate color for your deadly dino in Primal Rage. All you do is go to the Character Selection Screen and choose whatever beast you want by pressing Y, X, B and A at the same time. When you begin your game you will have the alternate-colored character.

Brandon Brescia
Winter Haven, FL

RIDGE RACER

System	Publisher
PlayStation	Namco

CHEAT SHEET:

Play as the Secret Black Car

Place first in the four races and you will get four more, including an "extra" time trial. Beat this to play the black car.

Choose any vehicle at the Car Select Screen. Begin racing and win every race. After completing the first three courses and the time trial *in first place*, you will be able to access four bonus courses. The courses are the same as the first four but you must race them completely backward. The last bonus course is the time trial. You may choose to race on this course immediately. At first, you only race against one other yellow car. But after the first couple of turns, the secret black Diablo is waiting for you. If you can make it through all three laps to the finish line before the Diablo does, you can add this elusive race car to your collection of cars. It would be a good idea to do the trick to play more cars (shown on the sidebar to the left) before attempting to beat the Diablo. This way you will have more choices of faster cars, which will give you a better chance to win.

Beat all of the courses until you reach the extra time trial.

Do the "More Cars" trick. Try racing with this one.

In the "extra" time trial you will pass the black car.

You must finish in first place for the trick to work.

Go back to the Car Select Screen to find the black car.

You're now racing with the fastest vehicle in the game!

STREET FIGHTER: THE MOVIE

System	Publisher
PlayStation	Acclaim

CHEAT SHEET:

Secret Configuration

Play the game and press START to pause at any point. Next, press the SELECT button and you will get the configure options.

This method will get you a secret configuration mode that is not mentioned in the manual. All you have to do is press the START button to pause the game during play. Now press the SELECT button to get the options.

During play, press START to immediately pause the game.

When paused, press the SELECT button. This gets you the config.

Panasonic 3DO System

KILLER CODES

KILLER INSTINCT

(Nintendo/Super NES)

Here are the special moves for Eyedol on the Super NES version of Killer Instinct (refer to the trick on the right to play as Eyedol).

Note: All of the moves are for the player facing right.

Slow Fireball—↓↘→ + weak punch
Medium Fireball—↓↘→ + medium punch
Fast Fireball—↓↘→ + fierce punch
Huge Club Swing—charge LEFT and then press RIGHT and fierce punch.
Ramming Charge—charge LEFT and then RIGHT and weak punch
Power-Up Stomp—hold LEFT and medium punch (doesn't power you up, but cool to see).
Ramming Club Swing—charge LEFT, then RIGHT and weak punch, followed by charging LEFT, then RIGHT and fierce punch
Running, Ramming Charge—charge LEFT, press medium punch, then RIGHT and weak punch
Running Club Swing—charge LEFT, press medium punch, then right and weak punch, followed by charging left, then right and fierce punch.
Projectile Deflection—charge LEFT, then RIGHT and fierce punch.

Frank Malizia
Brewster, NY

KILLER INSTINCT

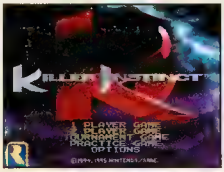
System	Publisher
Super NES	Nintendo

CHEAT SHEET: Many Killer Tricks

Follow the methods below to do easy combo breakers, play as the boss, Eyedol and do many game speeds.

Easy Combo Breakers: At any character's Vs. Screen, press DOWN and START simultaneously.
Play as Eyedol: Choose Cinder from the Player Selection Screen. When the Vs. Screen appears, hold RIGHT and quickly press weak punch, weak kick, fierce punch, medium kick, medium punch, then fierce kick before the screen fades.
At the Vs. Screen:
Slower fighting: Hold LEFT on the directional pad and press all three kick buttons simultaneously.
Turbo 1: Hold RIGHT and press all three punch buttons simultaneously.
Turbo 2: Hold RIGHT on the pad and press all three kick buttons simultaneously.
Turbo 3: Hold LEFT and press all three punch buttons simultaneously.

Dennis Maciupa; Hawthorne, NJ



Choose to do any of these tricks in a one- or two-player match.

Do any of the speed codes right here at the Vs. Screen.

First choose Cinder on the Player Selection Screen.

On the Vs. Screen, hold RIGHT and do the code.

Eyedol is now a playable character!

KILLER INSTINCT

System	Publisher
Super NES	Nintendo

CHEAT SHEET: Pick Stages and Secret Stage

Access the stages you want in a two-player game by pressing these buttons simultaneously when choosing a character.

On the Title Screen, begin a two-player game. After you know the characters you would like to pick, the first player to choose them *with the following button combinations* will access that particular stage:
Random stage selection—UP and START
Glacius' stage—UP and weak punch
Ice Stage—UP and fierce punch
Dungeon—UP and medium punch
Spinal's stage—UP and weak kick
Orchid's stage—UP and medium kick
Cinder's stage—UP and fierce kick
Thunder's stage—DOWN and weak punch
Riptor's stage—DOWN and medium punch
Eyedol's stage—DOWN and fierce punch
Street stage—DOWN and weak kick
Sabrewulf's stage—DOWN and medium kick
Fulgore's stage—DOWN and fierce kick
Sky stage—both players press DOWN and medium kick simultaneously.

The secret Sky stage is now accessible with this trick!

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KILLER CODES

RED ALARM

(T&E Soft/Virtual Boy)

In the first stage of the game, play the game as normal until you reach the room with people running on the floor. Destroy all of the enemies in this particular room and then turn yourself around so you're facing the way you came into the room. Fly along the right wall toward the place where you first entered. When you reach the point where you see the wall in front of you, shoot it until a house appears. If you look carefully, you'll see two people inside sitting at a table with a hanging lamp above them!

Matt Hershberger
Mentor, OH

TELEROBOXER

(Nintendo/Virtual Boy)

This simple trick will allow you to control part of the introduction cinema for the 3-D game, Teleroboxer. Turn on the game and wait for the introduction to appear. As soon as you see your fighter standing there, press the left and right punch buttons on the underside of the controller. This will make your guy punch at the screen. You can keep doing this even when your robot boxer appears behind you. This will end when your robot finally punches the screen but it's still a fun little trick to see.

Casey Li
Pembroke, Ontario

MECHWARRIOR 3050

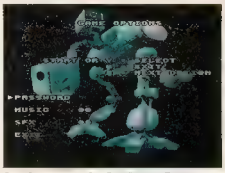
System	Publisher
Super NES	Activision

CHEAT SHEET: Unlimited Ammunition

From the Options Screen move to "Password" and enter the code: M1R0G3. Begin your game–you'll have unlimited ammo!

POWER TRIP

At the Title Screen, move down to the "Options" and choose it. On this Game Options Screen, move to the "Password" option and access it. Now put in the password: M1R0G3 and choose "Enter." Back at the Title Screen, begin your game. You will then get to your mission objective and then the Weapon Selection Screen. Any weapon you choose will have an unlimited amount of ammunition!



In the game's Options Screen, move to "Password."

Enter the code: M1R0G3. Go back to the title and start.

Now you can shoot without worry of losing ammunition!

STREET FIGHTER: THE MOVIE

System	Publisher
Saturn	Acclaim

CHEAT SHEET: Secret Configuration

Pause the game with START and press A or C.

POWER TRIP

This method isn't mentioned in the manual. All you have to do is press the START button to pause the game during play. Now press the A or C button to get the options to configure buttons.

Adam Hunter
McKeesport, PA

Configure while playing!

LEMMINGS 2: THE TRIBES

System	Publisher
Super NES	Psygnosis

CHEAT SHEET: Closed Captioned Game Option

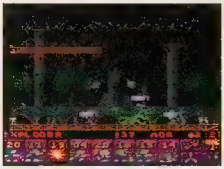
On the Lemmings 2 Title Screen, move up to the dot above the "i" in the title. A balloon will read, "HI!" Now press button B.

POWER TRIP

At the title, move the cursor up to the dot above the word, "Lemmings." Press B and a balloon will read, "HI!" In the game, they'll make their noises, but they will also have words for what they're saying.

Jon Sakura; Albuquerque, NM

On the Title Screen, move to the dot and press button B.



Every "ooof" and "squelch" can now be seen in words!

THIS GAME WILL KNOCK YOU OUT!

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TRICKS OF THE TRADE

ROBOTICA*

System	Publisher
Saturn	Acclaim

Begin a new game. At any point while playing the game, take the first controller and hold the top L and R buttons. While holding these, take controller two and press any of the corresponding buttons for various results:

X—Weapon level-up (faster gun power)
Y—Automatically open the gate without using the key
Z—Show all of the map
A—Shield recovery
B—"Special Energy" recovery (red bar)
C—Reload the bullets to 999
START—Skip to the next level

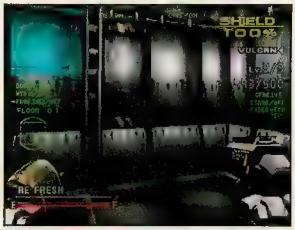
Tomy Leung
Vancouver, Canada

CHEAT SHEET:

Tons of Special Cheat Codes

Take the first controller and hold the top L and R buttons. Next press one of the buttons on controller two for power-ups!

POWER TRIP



With this trick you can refresh your shields, energy, weapon power, show the map and open any gate instantly!

SHINOBI LEGIONS*

System	Publisher
Saturn	Vic Tokai

To view all of the full-motion video scenes in this game, press the following button combination at the game introduction: C, X, B, Y, A, Z and then START. To get 999 shurikens, go to the Options Screen. Highlight "Shurikens" and hold the top L and R buttons. Now press buttons C, A, then B.

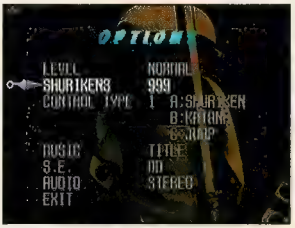
Craig Russell; Wheatland, WY

CHEAT SHEET:

View all FMV, 999 Shurikens

At the opening intro, press C, X, B, Y, A, Z, START for all FMV. In Options, hold L and R, press C, A, B for 999 shurikens.

POWER TRIP



Do the codes as shown above to view all of the full motion video in the game and to get a killer 999 shurikens!

*This trick was done on either a preproduction or Japanese version of the game and is subject to change.

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KONAMI

KILLER CODES

KILLER INSTINCT

(Nintendo/Super NES)

Here are a few more codes for this awesome fighting game:

Random Select—When choosing your player from the Character Selection Screen, hold UP and press the START button and the computer will randomly choose one for you.

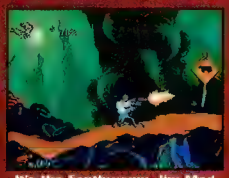
Color Choice—As soon as you know the character you want to fight with, move to him/her and then press UP or DOWN on the pad to change their outfit.

EARTHWORM JIM: SPECIAL EDITION

(Interplay/Sega CD)

Give Earthworm Jim a black afro (instead of the red one). To do this, begin a game and press START to pause. Now take the controller and press B, A, A, A, A, B, C. Press START again to unpause the game and you will see Jim with a huge, black afro! Just let Jim stand there when there are no enemies around and you'll see new animations with the 'fro!

Sam LaScuola; Hapstead, MD



It's the Earthworm Jim Mod Squad! Time to kick butt!

SNATCHER

System	Publisher
Sega CD	Konami

When you begin your game and you're in Junker Headquarters, go to the computer room and access the Jordan computer.

CHEAT SHEET:

Uncensored Mode

In the computer room access the Jordan computer. Enter the name KONAMI. You'll hear a sound to confirm it.

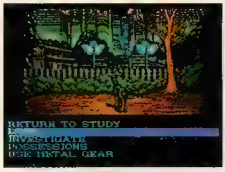
POWER TRIP

Choose "Load I.D. File" and then pick "Enter Name." Put in the word KONAMI. You will get a confirming sound after it's entered. From now on, you have an uncensored game. Do this at your own risk, as you'll see a lot of blood, guts and more.

James R. Geiger; Shellsburg, IA

At the Junker HQ go to the computer room and use Jordan.

When asked for an ID., enter the name KONAMI. You'll hear a sound.



We won't spoil it, but you might not see this dog in the same way!

GEX

System	Publisher
3DO	Crystal Dynamics

CHEAT SHEET:

Get to Planet X from the First Stage

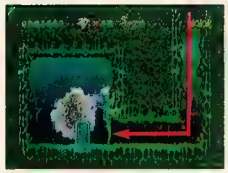
Follow the methods listed below and to the right of this page to find the secret bonus stages that lead to Planet X!

POWER TRIP

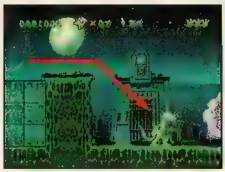
First, go into Frankie & Heli stage. Pause the game, hold the top R button and press LEFT, C, DOWN, RIGHT, UP, B, B, RIGHT, RIGHT. This gives you the jumping power. Now find the first portal in this stage (the one with a small crawl space) and enter it.

Now just follow the pictures shown to the right of this page and you'll find a section with warps to each bonus level. Planet X awaits!

Jason Wesley; Don Mills, Ontario

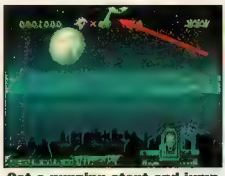


In Frankie & Heli, find this warp by the small space.



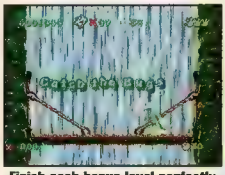
After warping, travel right but don't go in this warp.

Jump onto this platform. Make sure the jumping code is in.



Get a running start and jump left and high into the air.

Suddenly, you'll be warped to a room of bonus level warps.



Finish each bonus level perfectly to gain the remote to Planet X!

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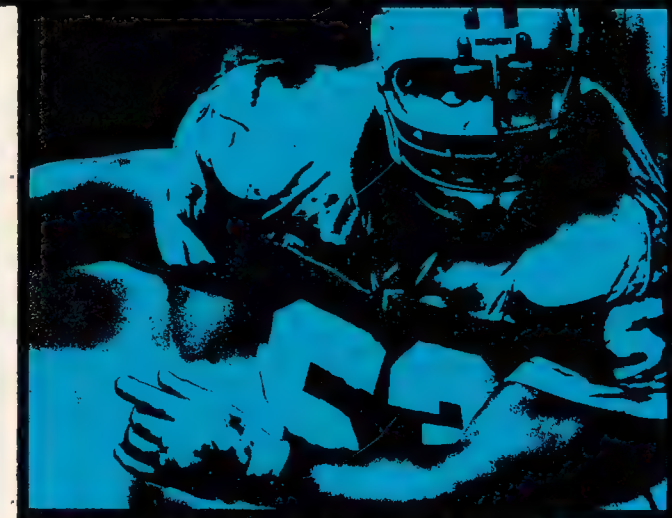

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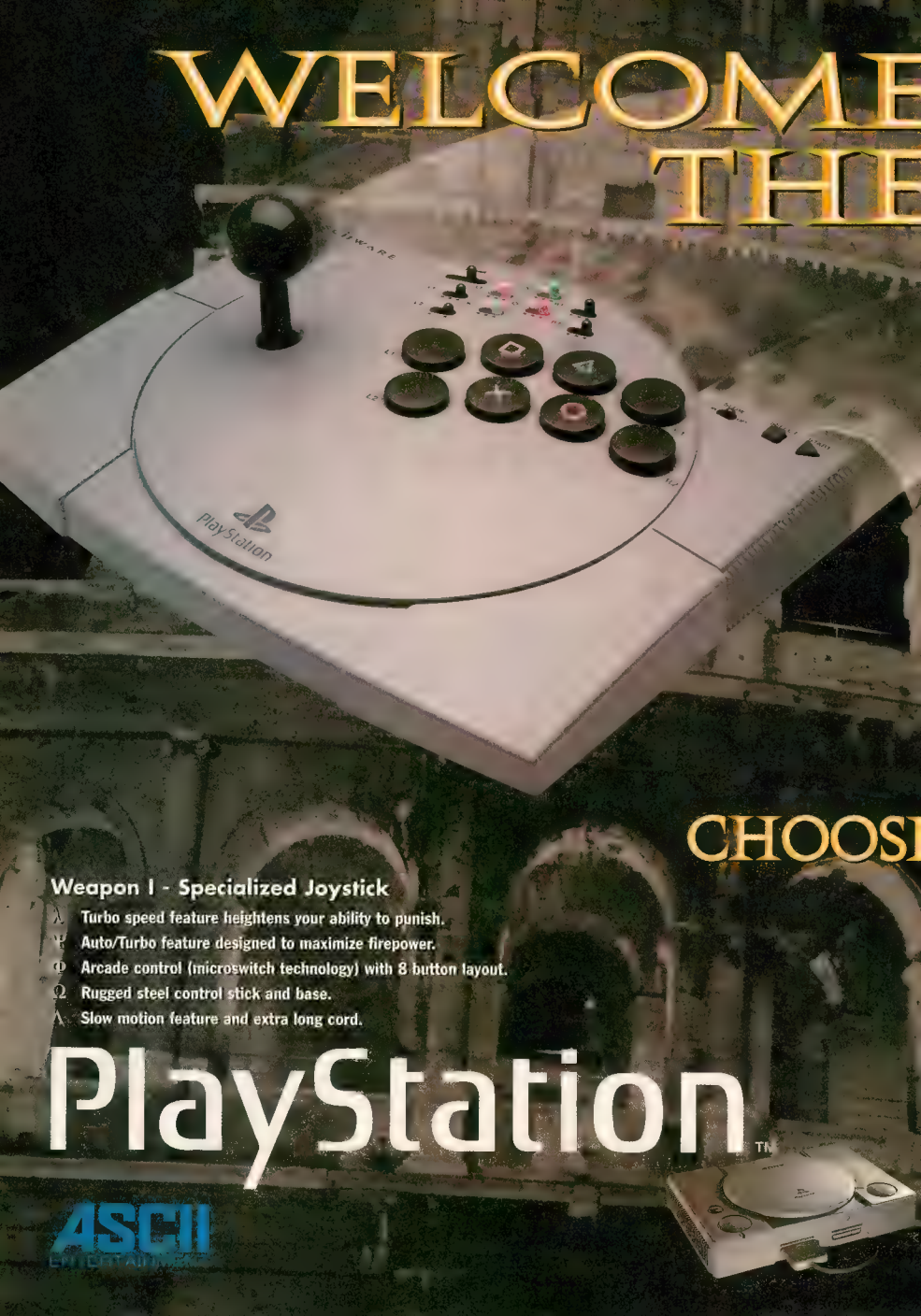

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Weapon I - Specialized Joystick

- Turbo speed feature heightens your ability to punish.
- Auto/Turbo feature designed to maximize firepower.
- Arcade control (microswitch technology) with 8 button layout.
- Rugged steel control stick and base.
- Slow motion feature and extra long cord.

PlayStation™

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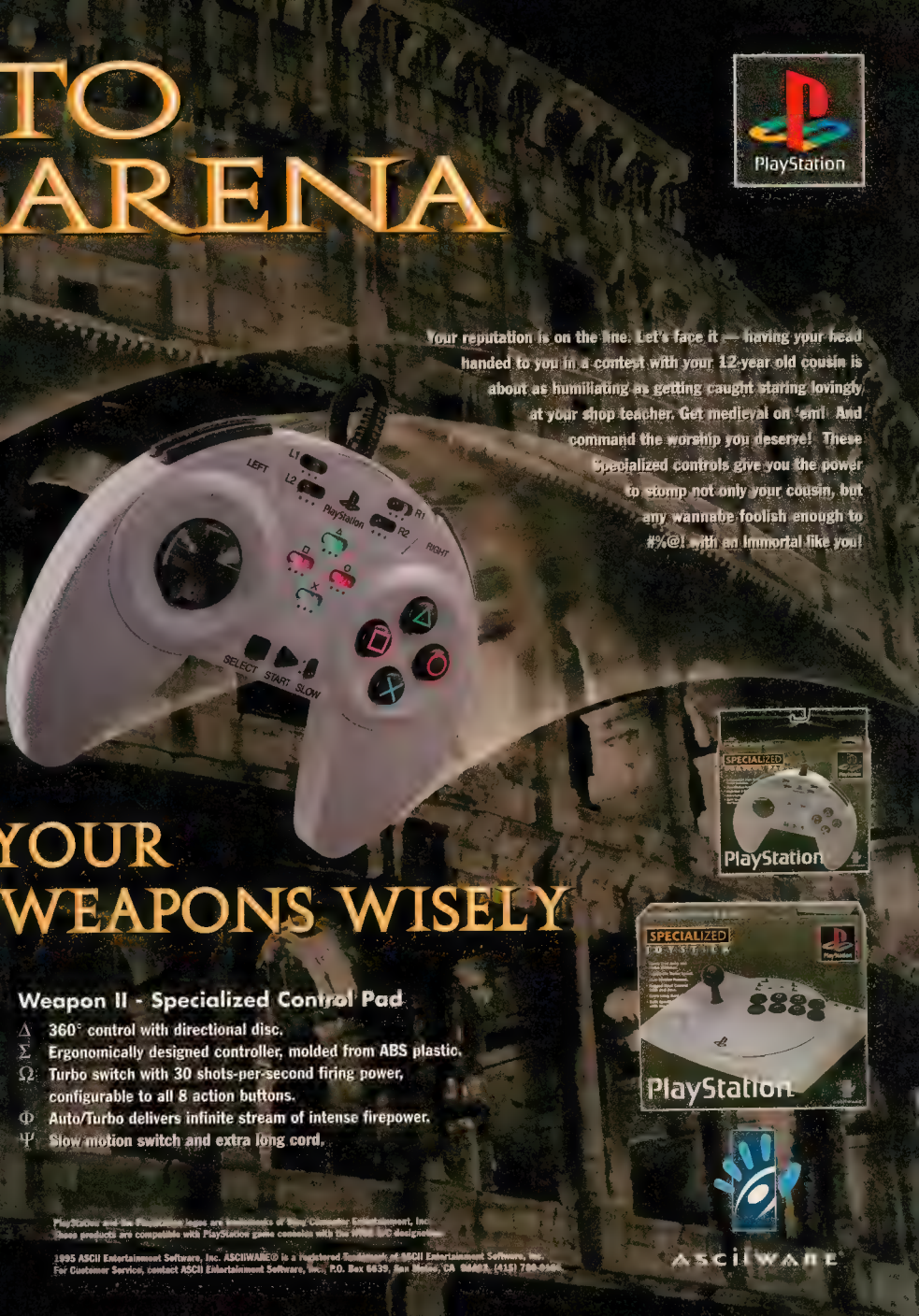

Your reputation is on the line. Let's face it — having your head handed to you in a contest with your 12-year old cousin is about as humiliating as getting caught staring lovingly at your shop teacher. Get medieval on 'em! And command the worship you deserve! These Specialized controls give you the power to stomp not only your cousin, but any wannabe foolish enough to #%@! with an immortal like you!

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Weapon II - Specialized Control Pad

- Δ 360° control with directional disc.
- Σ Ergonomically designed controller, molded from ABS plastic.
- Ω Turbo switch with 30 shots-per-second firing power, configurable to all 8 action buttons.
- Φ Auto/Turbo delivers infinite stream of intense firepower.
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Keep your trig
you're gonna

Dig deep. It's going to take a lot of guts to play the Arcade Classics. So be brave and always put your trigger finger into a warm place where it won't go cold.

But be careful. You never know what you'll find out there.

[illegible]

you've got enough guts to [illegible]

in Asteroids®[1] and Missile Command®[2].

[illegible]

Defender®[3] and Joust®[4] [illegible] stop at [illegible]

[illegible]

creepy poison-fanged insects that will be

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1 Asteroids © 1979, 1995 Atari Corp. 2 Missile Command [illegible] Defender, Joust and Williams are trademarks of Williams [illegible] registered trademarks of Atari Corp. 7 Genesis [illegible] Inc. ©1995 Nintendo of America Inc.

ger finger warm,

need it!

crawling down your throat if you don't watch your back in Centipede™ and Millipede™.

Don't pull out yet. There are millions of Aliens in Galaga™, Galaxian™ and Space Invaders™.

[illegible] Roger said it's easy to [illegible] your finger has [illegible] bonus [illegible] get a [illegible] on the [illegible] and a better [illegible] of [illegible] the [illegible] Arcade classics, [illegible] exclusively in 2-in-1 game [illegible] for Game Boy and Game Boy Pocket.

Play it Loud!

Nintendo

Corp. 3 Defender® and ©1980, 1995 Williams Electronic Games Inc. 4 [illegible] and [illegible] Williams [illegible] Developed by [illegible] Acclaim [illegible]
5 Centipede®©1982, 1995 Atari Corp. 6 Millipede [illegible] Developed by [illegible] Acclaim [illegible]
6 Galaxian © and ® 1979, 1995 Namco Ltd. All Rights Reserved. Licensed to Nintendo [illegible] Space Invaders [illegible] licensed to [illegible]

CLASH OF THE TITANS

Ladies and gentlemen, welcome to *EGM*'s main event: the first round in the battle for the U.S. home video-game championship belt. In this corner, weighing in at 32-Bit, hailing from Japan, in the black trunks, the Sega Saturn (APPLAUSE AND LOUD CHEERS). In the other corner, also weighing in at 32-Bit, from Japan, in the off-white trunks, the Sony PlayStation (LOUD CHEERS AND MORE APPLAUSE). Ladies and gentlemen, are you ready to rumble?

Not since the 16-Bit days of Super NES and Genesis have two gaming systems been pitted head to head. But in this case, the stakes have never been so high.

For Sony, the PlayStation will undoubtedly make or break its chances in the video game console arena. Should the PlayStation go the way of its Walkman, Sony will be in a position to swamp the market. Should the PlayStation go the way of its Betamax video cassette recorder, Sony may not be in the gaming business for long.

For Sega, it's virtually a whole new ball game with the Saturn. Because of its higher price tag compared to the Genesis, it will be that much tougher to market this holiday season. Now with stiff competition coming from Sony—and next year from Nintendo's Ultra 64—only one option remains for Sega: Eat or be eaten; fight or be scorned.

So which machine will gain the upper hand? We're only in the early rounds, but some telling facts have emerged about the pros and cons from developers making games for both systems.

Some are very diplomatic, others are blunt, but mostly game producers and programmers say they've found fewer flaws with the PlayStation than with the Saturn. (The diplomatic folks are quick to note these flaws can be compensated for through a touch of savvy programming.)

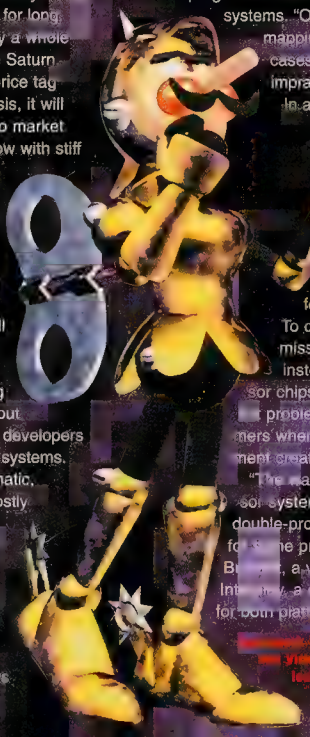
The biggest piece in the PlayStation missing from the Saturn is a geometry engine (GTE). Built into the main processor, the GTE aids in the drawing and shading of complex polygons.

"You see a lot of smoothness [in PlayStation games] because the 3-D architecture is so much more expanded," said one programmer developing games for both systems. "On Saturn, the texture mapping is much slower. In some cases, the texture mapping is impractical."

In addition, the PlayStation has a data compression engine (MDEC) that supports JPEG video format. The Saturn does not have an equivalent standard for video (although an adapter is in the works for MPEG-1 video).

To compensate for these missing parts, the Saturn instead employs a co-processor chipset design—an adequate but problematic remedy for programmers when it comes to 3-D environment creation.

"The way they have the co-processor system set up, it's not a true double-processor system, so it makes for some problems," said Rusty Buchanan, a veteran producer for Interplay, a company publishing titles for both platforms. "It's a difficult task to



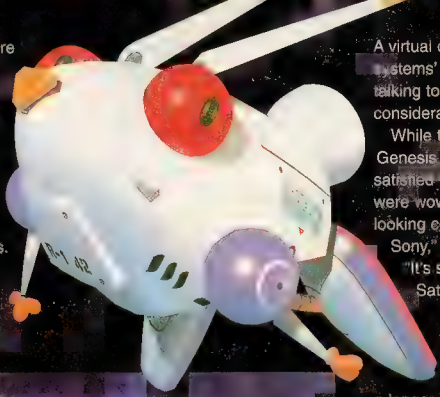
Sunsoft's Knight, game Sunsoft's [illegible] and Virtua Fighter gave Sega an early lead in the 32-Bit race.

use both processors efficiently. We're still hashing the process out."

The co-processor design means more "pounding the iron" for Saturn programmers, but the design isn't a problem to the extent that it affects game-play quality.

Turning to game design, the PlayStation and Saturn offer two very different ways of making games. Sony has set up a rigid interface for programmers, while Sega offers a more complicated but flexible and open-ended approach.

What does this mean to gamers? For Sony, the [illegible] boundaries help ensure that PlayStation games can be played on [illegible] PlayStation models. Because Sega lets programmers get down and dirty with the machine code, the prospect of game compatibility with future Saturn [illegible] will prove to be a very tough task.



Saturn [illegible] a programmer developing games [illegible] both systems (who wished to remain [illegible]ymous). "They will have better [illegible] better games...once developers [illegible] tricks and shortcuts [in the programming]."

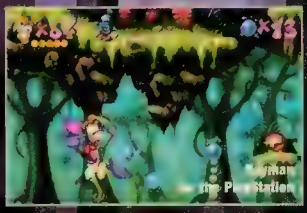
A virtual dead heat between both systems' new controllers resulted after talking to programmers about design considerations.

While those comfortable with Genesis controllers said they were satisfied with the Saturn design, many were wowed by Sony's handlebar-looking controllers. "The design is pure Sony," commented one programmer. "It's slick and less bulky than the Saturn controller."

Unfortunately, the PlayStation controller falls far short in one category—cord length (the U.S. PlayStation comes with a longer six-foot cord).

In terms of game-play speed, the systems are neck and neck. Slowdown problems in the hardware can be buoyed by the software, according to programmers. In essence, both machines take different routes to the

Panzer Dragoon for the Sega Saturn



Jumping Flash! for the PlayStation

WWF Raw for the PlayStation

While some gamers may see that as a minus, the Saturn's open-ended programming philosophy could give it the edge that Sega drew down the [illegible] as far as software is concerned.

The flip side of the PlayStation's desire for upward compatibility is that Sony is forced "to maintain and constraining what (programmers) can do in the future," according to David [illegible], chief scientist at Crystal Dynamics.

With the Saturn, the sky's the limit—once programmers learn how to fly with it. "There's really no limitations to the

On the audio front, Sega has the superior sound hardware, but Sony wins with its less-is-more approach—a reflection of the company's finesse in hi-fi audio.

"Game developers are only worried about getting cool game sounds," the anonymous programmer said. "All we need are the basic sound [illegible] the rest is fluff. The PlayStation [illegible] much simpler and better system."

same end; both are viable machines in their own right.

"Obviously, they're both sports cars in terms of computing horsepower," Kirk offered. "I'd say the Saturn is the Ferrari and the PlayStation is the Porsche. The engines are different in design but both have enough juice to go head to head," he noted.

But if the 16-Bit era taught gamers anything, it's that hardware wins battles, but soft-

Continued on page 7

[illegible] Sony's countering with titles such as Jumping Flash, [illegible] the Lad and Tekken (right).

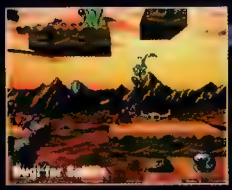
CLASH OF THE TITANS

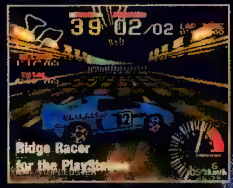
ware wins the war. The jury is still out on which software line will hold the line.

"It's too early to tell because both [platforms] have a mish-mash of titles," said Buchert, whose personal opinion leans toward the PlayStation. "I had more fun with games like Ridge Racer. There are a lot of solid titles out for the PlayStation that I've seen, some of them I didn't think I'd like until I sat down and played them, [such as] Jumping Flash—that was a kick in the pants."

Bug! Astal, Rayman...Sony is overemphasizing its 3-D capability on its box, so the only thing that looks good is [Battle Arena] Toshinden."

The final decision rests in the hands of gamers, and initial sales figures in the U.S. are just starting to come in. To date, it is neck and neck with both Sega and Sony each claiming 120,000 units sold. It should be noted that the Saturn has been out for four months; the PlayStation has only been out a couple of weeks.





Gamers and developers alike will need to take a wait-and-see attitude on software superiority, Kirk said. "Platform and side-scrolling games are going to be much more prevalent on the Saturn because the hardware is able to do it well on those and it's difficult on the Sony," he said. "As far as other kinds of games, a sophisticated developer can do equally complicated 3-D things on both platforms."

The anonymous programmer, who gave the hardware edge to the PlayStation, said Sega's side-scrollers give Saturn the lead on the software front.

"I'd get a Saturn," the programmer said. "There are more fun games on the Saturn that I like, [such as]

"I've been up on new systems," says PlayStation owner George Mackey. As far as his prediction for the PlayStation, he points to Mortal Kombat 3. "That will be a big game for the system," Mackey said.

Whether the initial euphoria over the PlayStation will last remains to be seen. Sega has tried to cushion Sony's blow in September by offering a promotion for that month: three free games with the purchase of a Saturn.

Price wars are sure to follow. As Round One comes to a close between Sega and Sony, it'll be a dog fight to see who'll win the hearts of the public.

Hardware will not win over gamers, good software will.

Saturn specs

CPU
Two Hitachi SH2 32-Bit RISC chips @ 28.6MHz
Hitachi SH1 32-Bit RISC chip

Graphic Processors (2 32-bit VDP chips)
500,000 flat-shaded polygons/second
200,000 texture-mapped, shaded polygons/second
60 frames of animation/second

Colors
16.7 million

Resolution
three levels: 320x224; 640x224; 720x526

Sound Processors
22.6 MHz Yamaha FM1 24-Bit digital signal processor
32 PCM channels, 8 FM channels; built-in digital effects such as reverb, envelope

Memory
Main RAM–16 Mbit
VRAM–12 Mbit
Sound RAM–4 Mbit
CD-ROM cache–4 Mbit
RAM Cartridges for Data Saving (128K)

PlayStation specs

CPU
R3000A 32-Bit RISC chip @ 33MHz
Instruction cache 4 KB
Data cache 1 KB

Graphic Processor (GPU)
360,000 flat-shaded polygons/second
180,000 texture-mapped, Gouraud shaded polygons/second

Colors
16.7 million

Resolution
256x224 up to 640x480 dots

Sound Processor (SPU)
ADPCM audio, 24 channels built-in digital effects such as reverb, envelope

Data Compression Engine (MDEC)
JPEG format for full-screen, full color video (up to 35 minutes from one CD-ROM)

Memory
Main RAM–16 Mbit
VRAM–8 Mbit
Sound RAM–4 Mbit
RAM Cards for Data Saving (128K; 15 slots per card)

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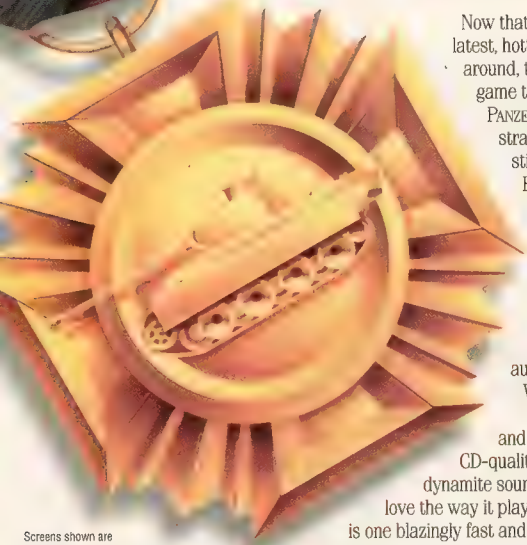
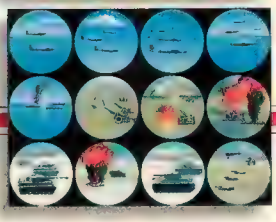


Now that you've got the latest, hottest game system around, there's no better game to show it off than PANZER GENERAL. As a strategy game, it will stimulate your mind. But your eyes and ears won't believe how great it looks and sounds: stunning full-screen graphics, authentic World War II combat photography and film footage plus CD-quality music and dynamite sound effects. You'll love the way it plays: PANZER GENERAL is one blazingly fast and fun game!

The year is 1939; you are a German General with a fresh command in Poland. Anything can happen, and every game you play will be different. Win and advance to the next front of your choice. Lead well and your increasingly battle-hardened core group of units could be plowing across Europe, North Africa and the Eastern Front.

Besides the campaign game, there are over 35 progressive scenarios which you can play as either the Allied or Axis side.

Screens shown are IBM 256-color SVGA Displays. Actual PlayStation screens may vary.



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Who Said School Couldn't Be Fun?

Remember how you *used to* think school sucked? Remember how you *used to* hate doing homework? Remember how you *used to* hate those class projects? Well, it's time to rethink school and the way it *used to* be. Nintendo has teamed up with the DigiPen Applied Computer Graphics School in Vancouver to form the first-ever video-game programming school outside of Japan!

DigiPen was established in 1988 and began offering classes in computer graphics in 1992. In September of '94, the first classes in video-game programming began.

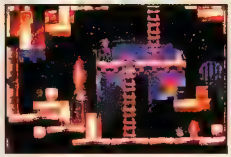
Claude Comair is DigiPen's president and founder.

Founded by Claude Comair, DigiPen offers a comprehensive two-year course study where you can learn to become a video-game programmer.

The first year, known as the Foundation Year, consists of courses in mathematics, advanced computer modeling and high-level programming.

The second year, known as the Production Year, takes the student on a roller-coaster ride to learn how to program games for platforms such as the Super NES and 3-D Virtual Boy systems.

So, what's Nintendo's take on all of this? According to Comair, Nintendo simply wants to help create a force of enthusiastic programmers who will take this electronic form of entertainment into the next millennium. Nintendo doesn't force the graduate to work for them. As a matter of fact, he said DigiPen has "already lost some of our students to other companies! Nintendo is not interested in having our students work for them only. Nintendo's main concern is having a large amount of skilled programmers to drive the industry as a whole. DigiPen teaches students the skills to immediately enter the gaming business and instantly contribute."



Here's a screen shot from the game Dungeons of Passage.

Students produce their video games completely from scratch!

DigiPen's downtown Vancouver school attracts gaming enthusiasts from around the world.

This is all fine and dandy, but what's this place really like? The place is impressive. From the minute you step into DigiPen's admittedly small confines, you get the feeling that there is an imaginative energy being nurtured. A lot of enthusiasm comes from both the instructors and the students. If you want to go to school to learn how to program games, this is definitely a place you should consider.

The requirements to enter DigiPen are strict, but not so hard that you need to be a rocket scientist to get in. You need to have graduated high school and have had at least a "B" average in grades 10-12 math. A strong math background will help a great deal in getting you through the door, but it's not an absolute necessity. (Yes, there's still hope for all of you with only semi-fantastic math skills!) Finally, if you survive a one-on-one interview with Comair (you can try to bribe him by telling him you read about him in ***EGM***, if all else fails), you're on the launch pad to a career in video-game development! Of course, over the next two years, you need to be prepared to literally bust your hump working many hours honing your abilities. *It's a lot of work.*

Daniel Tyrell (left) and Cary Chao plan their next gaming project.

While on the grand tour of the DigiPen facilities, we had an opportunity to see some of the games that the students had produced. Many of them were pretty good for first-time efforts. Some of them, as a matter of fact, looked so good, you wouldn't even know that they were done by students!

If you're interested in finding out more, call or write to:

DigiPen Applied Computer Graphics School
5th Floor, 530 Hornby St.
Vancouver, B.C.
Canada V6C 2E7
Telephone: (604) 682-0300

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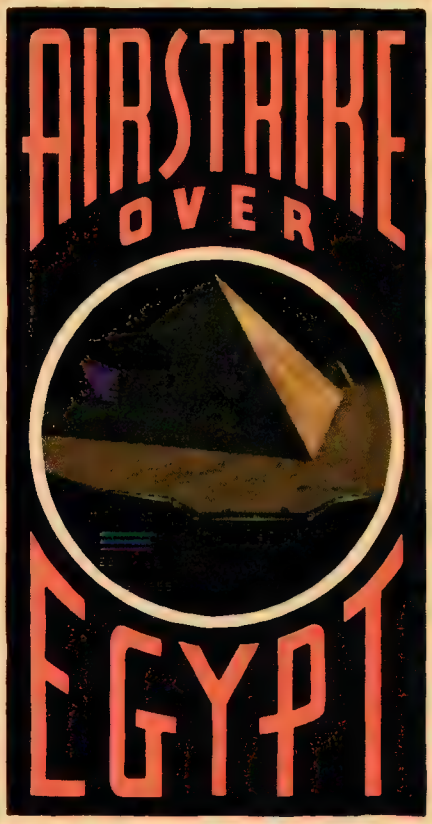

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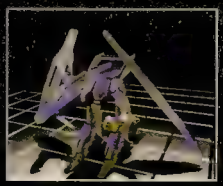

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Collect multiple weapon enhancements to super-charge your Griffon!

Obtain vital clues for your next assault!

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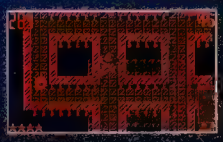
[illegible] two different fantasy realms and experience the chilling touch of the undead. In Virtual Hydlide, you can generate your own world every time you play! Save the spirit of the land (before you lose your own).

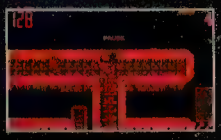
The Jack Bros. are out for some Halloween fun, but they have to get back to their home world before midnight...or they turn to dust! Help Jack Frost, Jack O'Lantern and Jack Skelton through devilish mazes in their action-packed quest to go home!

The First 3-D polygon Action RPG for any New Generation System!



Six horrifying levels with a multitude twisted mazes and spooky monsters!

Unique 'Create World' function — Explore a new world every time you play!



3-D action enhanced by Virtual Boy technology!

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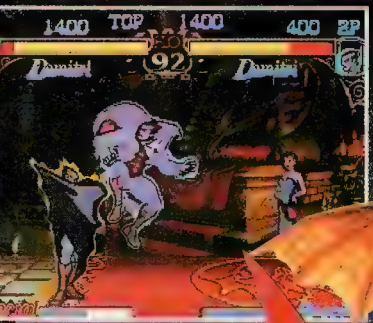
SPECIAL FEATURE



DARKSTALKERS
The Night Warriors

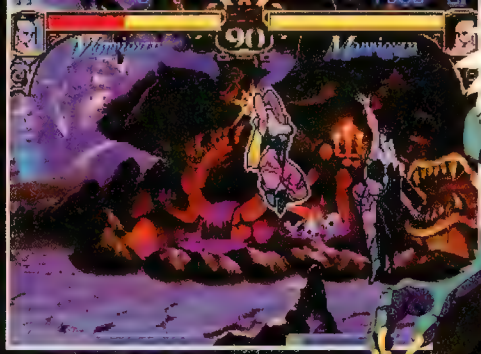
Recently we received a beta copy of DarkStalkers: The Night Warriors in the mail for the PlayStation. We popped it right in to see how the lateset incarnation of one of Capcom's greatest fighting games is turning out.

So far, DarkStalkers looks like it will be a good translation. However, the copy we have is still extremely early. In fact, there are only four playable characters and it is only possible to fight against the same character you selected. Of course, this will all change when the game is finished.

The first thing we noticed was the attention to detail. The looks have been faithfully ported over and the characters look the same size. All of the background tidbits are here, including the dancing girls from Demitri's Stage. The PlayStation really shows off its stuff with the sheer number of on-screen colors. There is no way that a 16-Bit machine could come this close to the arcade game.

Since the game is on CD, you can expect two things: The music of each stage is identical to the arcade (not too hard of a feat for a CD system). The other noticeable element was the access time. So far it's horrible, taking minutes to load up a match. Remember, this will probably be fixed in the final release. (Let's hope so.)

If you let the opening



demos pass, there is a cool video that splices cinematic sequences from the arcade with introductions of each character. There is even a little CG to be found. The music had a real catchy beat to it.

The four playable fighters were Lord Raptor, Demitri, Morrigan and Jon Talbain. All of them had a whole complement of moves

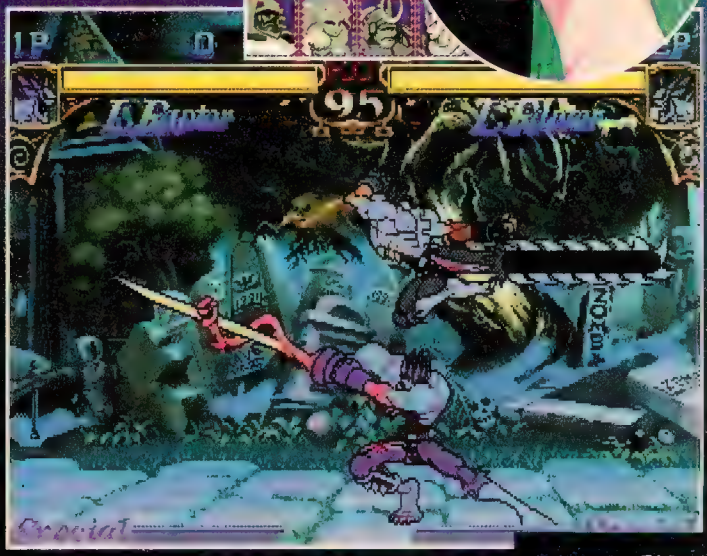
"The first thing we noticed was the attention to detail."

exactly like the arcade. The specials are executed easily, despite the lack of fine-tuning. While the projectile moves were in, the graphics of their attacks weren't. It was pretty funny to see Morrigan try to launch a fireball with nothing coming out. The moves did seem to lack some animation, and there were a few cursory glitches that occur in every early game.

All in all, the game play still mirrors the arcade. While it would have been better to feature the sequel's engine instead, it did play well. Combos were a little hard to perform, but they are there. Lord Raptor has a nasty combo that lets you jump in with a fierce kick, then follow it up with a fierce punch. It removes about half your opponent's energy. Any combos you might know from the arcade should work if you practice up on it.

While it is not included yet, there should be a speed setting. Right now the fighters move slowly. But Capcom says that they should be sped up.

So far, DarkStalkers looks promising. If the game play is sped up slightly, and the animation smoothed out, this should be a near-exact translation. And knowing Capcom, you can count on it.



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cute dogs
that hangs its head out the window,
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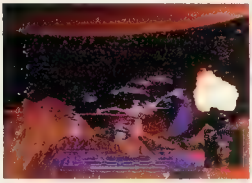
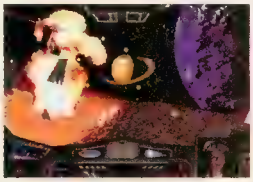
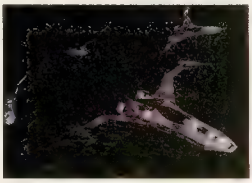


Pick from a shiny collection of do-it-yourself death tools. E-Z High Explosive Plasma Guns, convenient Thermal Tracking Missiles, handy Pulse Laser Cannons. (Tool belt not included.)



Choose cockpit or chase plane view while screaming thru 3D texture-mapped worlds. Jagged asteroid fields, fiery planet surfaces, lava filled caverns, and other sunny destinations.



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The one with enough phenomenal [illegible] The one with super smooth texture-mapped polygons performing countless motion captured martial arts moves at 60 frames per second. The one with four points

of view, whether you're kicking someone's butt or getting yours kicked. The one with some of the most impressive environments you've ever seen, in arcades or out. The one that's so tough, [illegible]

SUPER NES

Final Fight 3

Fight For Your Life

The popular Final Fight series now has a new addition, Final Fight 3. Capcom definitely kept the look and feel of the original side-scroller while making some distinct changes to the game.

Retained from the older versions are the street debris. Punching items like oil drums and garbage cans will reward players with health, points and weapons. In addition, the stages in Final Fight 3 are all side-scrolling and maintain the same look and feel of the previous Final Fight games in which contestants must fight through streets, alleys and busses.

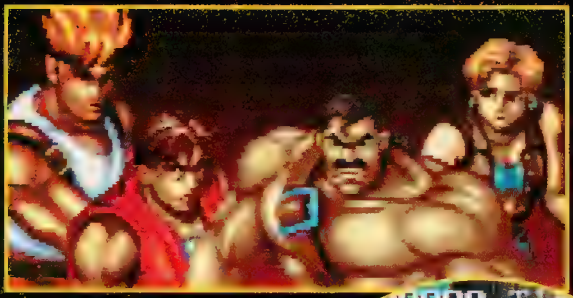
On the improved side, Capcom added two new fighters, Dean and Lucia, to the Final Fight roster and removed Cody. Both Dean and Lucia have two Special Moves as opposed to Haggar and Guy. Lucia's fighting technique is similar to Chun Li, using her strong legs and helicopter kick. Dean is a cross between Haggar and Guy, having the strength of Haggar and agility similar to Guy's.

Unlike its three predecessors, Final Fight 3 gives the player a choice of four characters to choose from: Haggar, Guy, Dean and Lucia. Each of the characters' special moves are done by a certain button and pad movement similar to the Street Fighter series. The command moves vary greatly from character to character and can be used to finish a deadly combo. Another addition to Final Fight 3 that was not in the previous games is the Super Meter. Just like the Street Fighter series, The Super Meter is charged up by hitting the enemy. Once charged and blinking, you can use your

COMPUTER COMPANION

Final Fight has a new option that we haven't seen before, Auto 2 Play. Now for the first time, a person can team up with the computer to go against the baddies. This allows you to have a two-player simultaneous game with just one player. You have the ability to choose your character, the character the computer controls and the strength of the computer's character. Finally, all those who have no one else to game with can now play a two-player game with the computer. Very cool!

RELEASE DATE	DIFFICULTY
November	Moderate
PUBLISHER	**SIZE**
Capcom	24-Meg
PLAYERS	**THEME**	**% DONE**
1-2	Action	100%

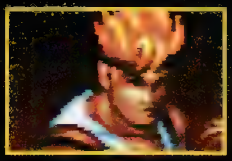


Super Special Move.

Each of the characters has a wide variety of moves that can be pulled off, depending on the situation. Using the dash and hitting the punch button is a good quick attack to knock the enemy down. From a grab, the character can throw him on the ground and punch him in the gut, pull off a backbreaker, smash the enemy on your knee and more. It's important to learn each character's combo for maximum effectiveness.

"The game is a good balance of new and old."

Strategy plays a key element in this game, believe it or not. The most effective way to take off as much energy as possible is to use a combo. Start with a punch or two and finish with your special move. When grabbing and throwing the enemies, kill two birds with one stone and throw them at other enemies on the screen. Use your Super Special Move wisely and attack an enemy with a decent amount of life. Lastly, before attempting a combo, make sure no enemies are behind you waiting to take a cheap shot. The game is a good balance of new and old. The new characters, special moves, Super Meter and levels combined with the control and look of the original make this game a winner.



HEAVY HINTS

These bad Bosses...

Fighting the Bosses can be a serious pain, so here are some general tips that can help you take 'em down. When you know you're near the end of the stage, save your Super Special for the Boss. Use the enemies around the Boss to your advantage, beat them up to build up your Super Meter and throw them into the Boss. Lastly, remember Bosses can be grabbed just like any other enemy, so grab them and build a combo by throwing a couple punches and using your Special Move or a throw. Using these strategies can give you the edge over any Mid-Boss or Boss. Good luck!

SUPER NES

MEGA MAN X3

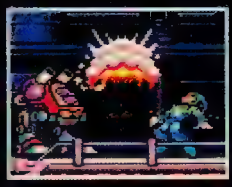
Third time is a charm...

The newest addition to the Mega Man X line breaks through the barrier of redundant supplemental releases normally expected by fans of the Mega Man series. This latest version breaks new ground with the ability to play not only as Mega Man but also his brother Zero. Calling on his brutish strength and the ability to take damage that could kill two Mega Mans, you can now advance through beginning enemies that would normally stop the star character dead in his tracks.

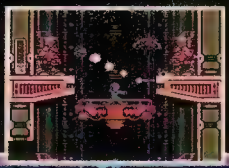
Level passwords and unlimited continues like in the countless other releases can be used to repeatedly attempt levels. Custom controller configuration is also supplied letting the players who are particular over their control satisfy their needs.

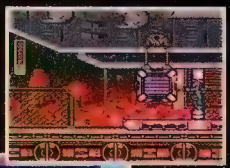
Sound and graphics follow the traditional look and feel of Mega Man. The background music has the same up-beat rhythm expected from action games, but with a carnival

RELEASE DATE	DIFFICULTY
November	Hard
PUBLISHER	**SIZE**
Capcom	16-Meg
PLAYERS	**THEME** / **% DONE**
1	Action / 85%



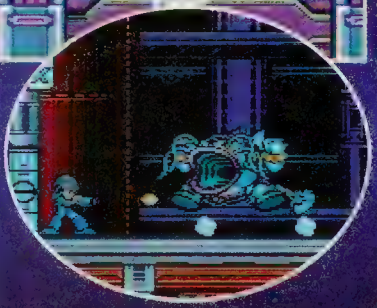
"Same Mega Man X style but with a new gaming feel."

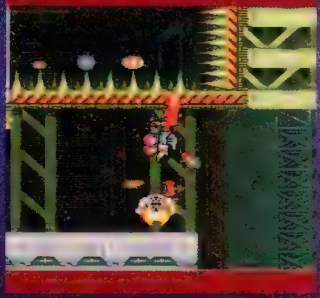




WHAT THE?!

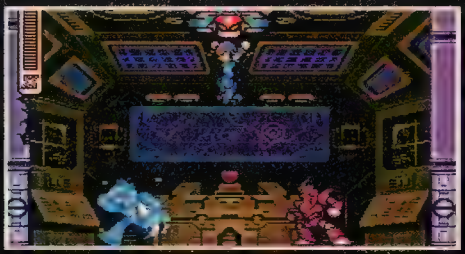
Capcom's ever-watchful eye over the production of the Mega Man X series is evident in the ability to use Street Fighter-style moves after completing a specific trick. The first release let you throw a fireball at enemies while the second allows you to clean up with a dragon punch that traversed most of the screen. We can only wait and see what trick shows up for the third version. Compulsive Mega Man fans keep their eyes and ears open to see what may have been included in the latest version.





feel to it. The weapon and action effects are also good and fitting, but are nothing new to the MM X line. Visuals have hardly changed, keeping the same appearance in X3 as in all of the others. The size and appearance of the characters and enemies remains virtually unchanged.

The overall feel of the game has remained the same. The biggest change fans of Mega Man X will notice, besides the ability to play as Zero, is the way you can custom configure Mega Man by building your own selected balance of power-ups to improve certain areas. Each player can fill the four standard upgrade slots but you can only add the special power-up (which is the ultimate addition to your character) to one. This allows you to have a character that can jump seemingly off the screen or have a weapon with the power to destroy small cities.



In Mega Man X3 the choice is yours.

The level design and layout have changed, now being a lot larger than before and filled with enemies that are all blessed with the uncanny ability to reappear, taking out all their frustrations on you as you try to reach the new level and mid-Bosses.

The ever-increasing level of challenge that has been incorporated into all the previous releases has been carried over into Mega Man X3, continuing to give even the most seasoned players a rough time. Although the Mega Man name has been worn out to an unrecognizable status, this one has evolved and is bound to be loved by Mega Man fanatics everywhere. Add it to your collection.

SUPER NES

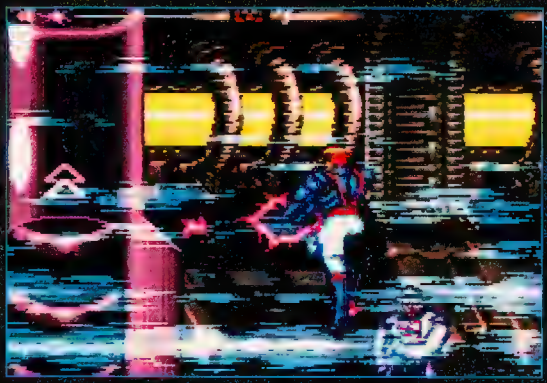
WildC.A.T.s

Covert-Action-Teams

SUPER-POWERED THRILLS OR SUPER-POWERED BORES?

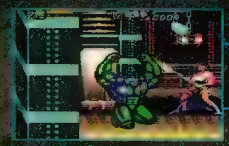
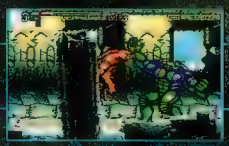
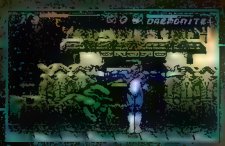
If you're a fan of the comics, you'll see a few familiar faces here. WildC.A.T.s is based on the Image comic of the same name. This cart is more or less a Final Fight clone. You can control one of three characters, though you can only use one (Spartan) on the first level.

Each superhero controls differently. First there is Spartan, who's sort of like the standard guy in spandex. He has the usual array of punches and jump kicks, along with the ability to launch plasma out of his fingertips. The second guy is called Maul who's a big lumbering hulk. He has a jumping maneuver that knocks everyone on the screen down. This is very useful, because it lets you keep you bearing in tight spots. Maul is also the only character who can run. Last but not least is Warblade (a typical image comic name, isn't it?). WB has a unique ability to form weapons from his hands. While his attacks do a pitiful amount of damage, he can do a double-jump and climb up walls. Each warrior's fighting style is different, though the bulk of the attacks you should do consist of jump hits. These knock foes down and keep you from being shot easily.



The first level plays out in the typical fashion of all Final Fight spin-offs. You start out in the city combating endless guys in trench coats and biker thugs. Having the same enemies appear consistently throughout the game with little change except for Bosses make this game (and many like it) tedious. It gets boring seeing the same Daemons, Drones or whatnot screen after screen. One good aspect was that the screen didn't just scroll blandly to the right. Instead, there were inclines and even a sequence where I had to use a forklift to break through a wall. There should have been a few more things like this to keep away the monotony. After passing through the docks and a building or two, a man called Attica awaits in a forklift. He has a seemingly simple pattern, but it is amazingly cheap. He moves back and forth repeatedly until one of you dies. This is a battle of attrition. You will get hit no matter what you do. Jumping doesn't help and Spartan moves too slowly to dodge him vertically. The best bet you have is to get behind him and repeatedly fire plasma bolts. Dodge the best you can by moving up and down. That's your best bet at winning. A few super-mega kill-'em attacks aren't such a

RELEASE DATE	DIFFICULTY
November	Moderate
PUBLISHER	**SIZE**
Playmates	16-Meg
PLAYERS	**THEME** / **% DONE**
1	Action / 100%

bad idea. Use them while you have 'em.

The second level is enormous. It takes an average player about an hour and a half to beat. Each character has roughly three sections to his level, and to move on to the next, another hero must complete a section. For example, Spartan must destroy the computers to shut down the acid vats in Maul's stage. While it adds to the story, it gets a bit frustrating when you're really rocking with a character and have to switch.

Spartan must search for five computers hidden in a maze of corridors, and then destroy an alien nest. The nest is an instant-hit zone with electric floors that really take down your health. Eventually, Spartan must fight a clone of himself using plasma blasts. (He uses an easy pattern. Watch carefully, and time your blasts to his jumps.)

Of all the characters, Maul's levels are the simplest. He fights the same baddies as everyone else, but his levels offer little in the way of traps, except for the slime droppers that are easily avoided. Eventually he'll have to beat some information out of a scientist. That's his Boss! A lady in a white coat is supposed to be the Boss of a giant green superhero! To smash her, just use jump punches and she'll go down. Maul also has the pleasure of having to fight the big Boss of Level Two. The anti-gravity machine is a whirling pod that shoots fireballs. Every once in a while it'll open up, revealing its weak point. Use your jumping attacks to whittle it down.

Warblade's levels are reminiscent of the game Strider. He has to climb walls while fighting enemies. The only annoying problem here is that if you get hit, you fall all the way to the bottom. After eating dust a few times, you'll get frustrated. It takes practice to jump from wall to wall. Warblade may look awesome in combat, but his attacks do little damage. Use his double jump to find hidden items. Try even walking through a couple of walls. His Boss is a giant machine that spits out fireballs. To do the most damage the quickest, get in close and do your spinning jump attack. It should drain most of its life bar.

The third (and last) level is the same no matter which character you choose. You must enter a giant temple where one of your teammates is being held captive. There is a healthy complement of all the basic enemies that you have fought against all along. (Oh boy, more of the same...) There is really nothing new until you make it to the last Boss. Your best bet is to use Maul. Against the last guy he can inflict the most damage in a single hit. It's just too hard with the other two. Warblade can find lots of hidden power-ups but against the final Boss, they are pretty much useless. Use more jump hits. They are the key to beating this game.

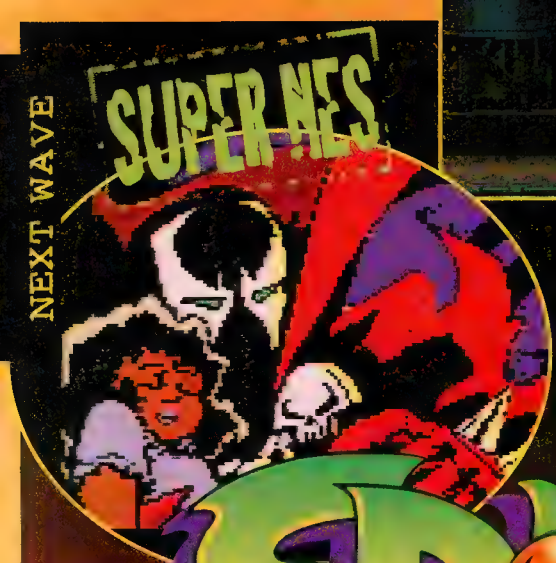
The characters in WildC.A.T.s are pretty big and the graphics are really cool. However, after the first level, it seems like the designers lost their enthusiasm. The last screens are simply [illegible] with little in the way of [illegible] candy. Power-ups come in the form of life containers, nuke attacks and extra lives. There is also a plasma power-up for Spartan.

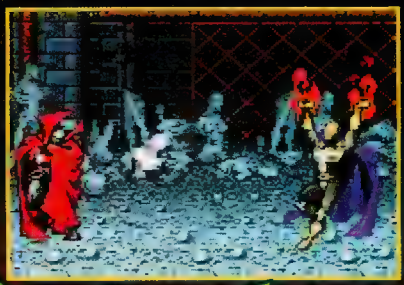
Cinemas abound, [illegible] to the comic feel of [illegible] cartridge. If it were not for the same set of bad guys attacking your characters over and over, this could have been a really exciting title. The controls are too tight in terms of jumping and the collision is unfair at times. Overall, comic fans will have fun with it, but remember that it gets boring after the first 10 minutes of playing. It could have been a lot better if it had [illegible]

SAME OLD, SAME OLD

Fighting games always end up with players fighting the same bad guys over and over with only a change in color. In WildC.A.T.s there are only six enemies. As a result, things get boring really fast. It's a shame.

SUPER NES





SPAWN

Spawn treading on all too familiar ground

Children (including Spawn's daughter, Cyan) have been kidnapped by a sinister foe. It is your duty to save them. You just don't go as any mortal, however; you have been given the power to fight as Todd McFarlane's popular superhero, Spawn. Using your arsenal of hell-spawned weapons, fight your way through the urban landscape to reach the captive children.

Spawn can be compared to every typical comic-book hero that has been transformed into a video game. The character bears a striking resemblance to the comic book (which is good), but game play and uniqueness have been passed over flying at warp 9. This uni-directional side-scrolling action title puts you up against an army of hired thugs with knives, guns, fire bombs and bare fists. However, one problem arises with this impressive-sounding scenario. They can't hurt you. All of the enemies could be armed with nuclear devices and still not put a scratch on you. Why? Because you're Spawn, a superhero that can't be harmed by mortals. Give me a break! These fall-down enemies do nothing more than just irritate you and boost your self-confidence as you walk through them with the greatest of ease.

The appearance of the character and the rest of the

©Todd McFarlane Productions

RELEASE DATE	DIFFICULTY
November	Moderate

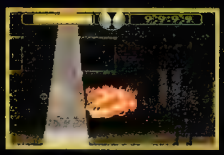
PUBLISHER	SIZE
Acclaim	24-Meg

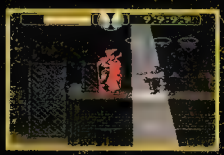
PLAYERS	THEME	% DONE
1	Action	100%

INSIDE TRACK

What's up with Anti-Spawn?

Once Spawn reaches the warehouse and frees the children, he must combat his archnemesis Anti-Spawn more than once. Surrounded by an aura of flying mannequin parts, Anti-Spawn tries to get the chain-wielding hero back for releasing his hostages. Block your way through the airborne plastic body parts, jump over his powerful light beam attack and pick him apart one scratch at a time. Remember the damage his minions did (or I should say didn't do) to you? Well, now you have the favor returned as you watch all of your weapons and attacks switch to the "Gentle" Mode and barely harm him. After many tries and countless attacks, you defeat him. But wait—now he is back again with even more special powers. And you're expected to beat him all over again. Once is more than enough!





scenery look as if they have been plucked right out of the confines of the Image world. Spawn's actions and movements also coincide with the superhero look. His use of buildings to get that all-too-familiar superhero jump off of the side of a vertical object is also a nice touch. Apparently, the programmers thought so too because you will need to complete levels where all you do is use this jump to get from one ledge to another. The first level you come across where you are required to do this is fairly easy; you only have to fight with the terrible control interface in this area. The next level where you are expected to ascend vertically is where the difficulty arises. This is the stage where you are trying to enter the warehouse, and the hired guns are practicing up on their sniping skills by launching giant exploding bullets at you. You don't come across one enemy here either, only a single crosshair that is always right on your tail. Your job is to stay ahead of it as you climb to the roof and the bullets explode at your tail. Keep in mind that the control is fighting you every step of the way and one mistake will knock you out of your jumping rhythm as the giant projectiles pound you mercilessly. Again, not fun! Fortunately, an unlimited amount of continues are available for use throughout the game.

Spawn's entire game layout tries to purposely annoy the player instead of being entertaining and challenging. The style is more of the same with nothing new except the character. Bad control, unbalanced enemies and absolutely no power-ups force Spawn well into the snoring range.

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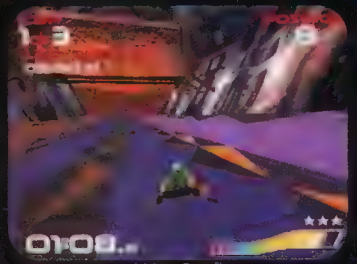
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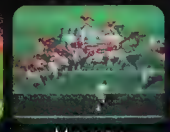
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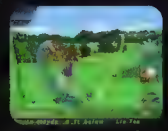
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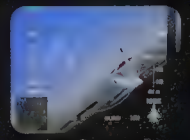
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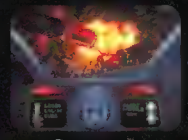
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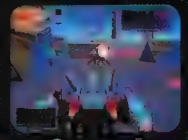
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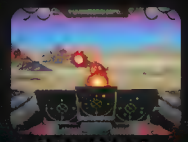
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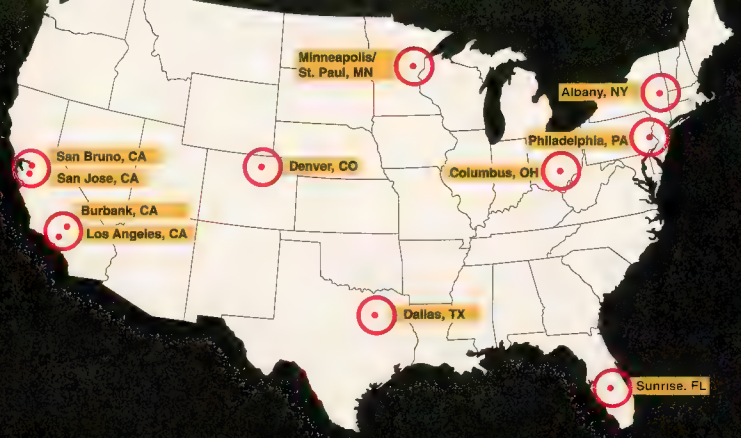

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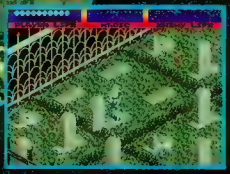
GENESIS

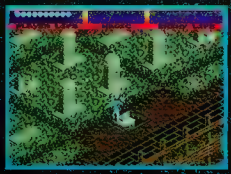
Light Crusader

Swordsman Seeking Relaxation

Every day, RPGs continue to recruit new fans into its no-longer exclusive club. This plus the recent release of some very hot titles only contributes to their popularity. Light Crusader has a small amount of this same pizzazz we all search for in an action-oriented RPG, but the other game elements leave something to be desired. The game begins with a four-screen intro that most gamers will find too short and dry for a story- based game. The plot contains less than a paragraph of text explaining what your job is as Sir David, the swordsman. The story is based on the disappearance of townspeople and it is your duty to rescue them out of the kindness of your heart. This is the worst and the shortest story I have ever seen in any RPG. After this so-called intro, you find yourself in the king's court ready to seek out the peasants that are missing.

The first noticeable problem encountered is a difficulty controlling your character and moving objects. Light Crusader allows you to pu nearly anything or anyone all over the screen to sear under them for hidden item Many of the rooms within a level require a physical action, such as pushing





RELEASE DATE	DIFFICULTY
October	Moderate

PUBLISHER	SIZE
Sega	16-Meg

PLAYERS	THEME	% DONE
1	Adv./RPG	100%

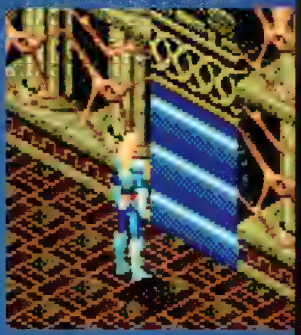
Each tough enemy Boss has its own weaknesses that need to be exploited to conquer the Boss and advance past its barricades.

blocks onto weight platforms or placing exploding barrels near a locked door to be performed before a door or gate will open. This could be a high point in game design, but the character control is not accurate enough to compensate for the added challenge of precise movement. On many occasions you will have to exit and re-enter a room because of a control-oriented mistake. This resets the items in the room and you can give it another go and causes undue irritation when you have to complete a complex series of steps only to have to repeat them all because the last action was less than perfect. On the lighter side of Light Crusader exist some enjoyable features, including a 48-item inventory, auto map and simple magic control. Visually, Light Crusader is appealing with its highly detailed characters and rooms. Small details in the animations are enjoyable to watch, such as the way Sir David kills the zombies by removing their heads or by slicing them in two at the waist. Townsfolk swinging from suspended cages, giant full-screen enemies, exploding barrels and lasers are all depicted in more than expected accuracy. Level design is basic and forces you to follow along the planned course of adventure. Locked doors and passageways encourage you to search for the key or lever one at a time (all of which are usually located on opposite ends of each level). With the goal of this title being an action-style RPG, Light Crusader should have been developed with more of a story to keep you interested in your quest and to help you overlook the bad points of this cart. Depending on your requirements in an RPG, you may enjoy it, but it definitely falls into the try-before-you-buy category.

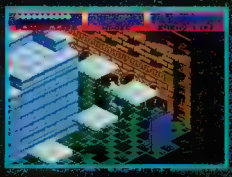
"An ideal game for players with little patience for RPGs."

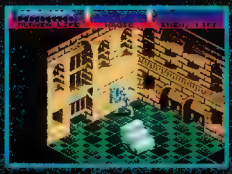
Learning to properly combine spell elements allows you to uses magic as an additional special weapon.

SOLVE THE MYSTERY!



Light Crusader has a very simple story where you can sit back and wander through the game without using your noodle. When entering certain rooms, a voice bellows, "Answer the riddle." A locked or invisible door will open if the correct actions are performed. The riddles start out easy with a large lamp in each corner. To answer the riddle, hit each lamp with your sword to activate the door. Later, more complex sequences must be used in a precise order on moving platforms, hitting tuning forks and other objects to activate the doors. Still, it's nothing requiring too much thought or anything that will make players frustrated with the game.





GENESIS

VECTORMAN

Takin' Out The Trash

The year is 2049 and the Earth is in total disarray. The human inhabitants have headed for the stars and left mechanical robots called "orbots" to clean the ruined planet under the guidance of Raster, their leader. Everything was working smoothly until attendants accidentally connected a nuclear bomb to him. Raster then became the evil being "Warhead" and caused the ruining of Earth. Returning from delivering a load of refuse from the sun, Vectorman tries to clean up the planet and singlehandedly remove Warhead from power before the humans return to their home planet.

Getting behind the reins of the service orbot, Vectorman, your mission is to push your way through the levels in search of the evil Warhead.

Vectorman is primarily a side-scrolling action game but has a few instances of top-down control through some levels. These levels aren't very long but they do break up the monotony of the game. Plenty of robotic followers are also present to stop your progression. They are all fairly tough, which adds most of the challenge to this title. They are not your only concern, though, as you are also racing against the clock trying to finish each stage before time runs out.

Vectorman's control is something legends are made of. Being crisp and accurate, it feels like a direct link to the character instead of just another horrendous game interface. Along the same lines as the control, sound enters the picture. It is also very fitting to this style of game and poses no problems that could hinder this well-rounded title.

The graphics and animation are very sophisticated throughout the side-scrolling part of the game. The only

RELEASE DATE	DIFFICULTY
October	Moderate

PUBLISHER	SIZE
Sega	16-Meg

PLAYERS	THEME	% DONE
1	Action	100%

Vectorman's enemies are fairly fast but can be destroyed easily. Photons are found throughout the levels. Grab them for points.

instance where they let up a little and the graininess appears is during the short top-down levels. As stated earlier, these levels are very brief and don't amount to much. Animation is right on par with the rest of the graphics and doesn't seem out of place. One example that should not be missed is the silky-smooth swimming animation of Vectorman when he is using the "frog" power-up to propel himself through the water. Combine the control, sound and the outstanding animation and you have a title that you will swear should not be working on a 16-Bit platform.

"Vectorman brings new life to the Genesis."

Vectorman's levels are challenging and very imaginative. Secret rooms and other locations fill the game and give you added bonuses to complete each level. But remember, the clock is always ticking so move quickly while exploring hidden places. Use Vectorman's double-jump ability to get you up to platforms that normally could not be reached.

The skill requirement balance throughout the levels is about 50 percent fighting, 30 percent jumping/accurate movement and 20 percent imagination (finding secrets). From these points it is obvious that Vectorman is much more than a standard action game with a shooter accent.

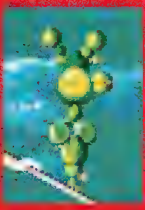
To make sure you aren't attempting these levels empty-handed, Vectorman is also given the opportunity during his journey to find a wide variety of power-ups. The added use of point multipliers to increase the power-up is also a welcome feature. For instance, if you should find a 10X point modifier and find a 1-Up you get an additional 10 1-Ups. Which is nothing to complain about, especially when there is no form of password or memory back-up.

Vectorman is one of those rare releases that really take you by surprise. Usually when a game's graphics and sound are spectacular, the rest of the game is going to lack something. Vectorman is the exception; its beauty is definitely greater than skin deep.

INSIDE TRACK on Morphing

By destroying televisions and other objects, Vectorman finds morphing cubes that allow him to change his form to gain access to hidden or restricted areas.

There are seven types of morph cubes that change Vectorman's shape. Drill, missile, buggy and bomb forms let you break through specific types of objects. While jet and parachute forms allow you to fly vertically and hover gently back down to Earth, the fish morph allows you to swim quickly through the water. The presence of morphs indicates there is somewhere that you are supposed to get to, so look closely. Little cracks in walls and things that just appear out of nowhere can help you get started.



Although there are the fish morphs to use underwater, you will sometimes find it easier to travel in Vectorman's true form.

GENESIS

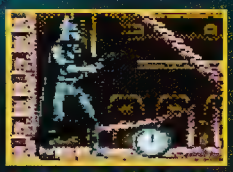
BATMAN FOREVER

Another installment of Bat-multiplatform development hits the Genesis

Somewhere deep inside the murky depths of Gotham City evil lurks, waiting for an opportunity to strike.

On the towering high-tech buildings of Wayne Enterprises, a psychotic mastermind plots revenge...

In Batman Forever, the latest release from Acclaim, you can take control of the Dark Knight or the Boy Wonder as they fight two of Gotham City's deadliest menaces, Two-Face and the Riddler. Obviously, the game is based on the summer box-office smash of the same name that had fans flocking to the theaters.



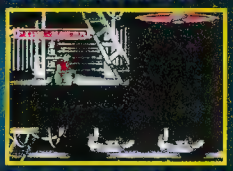
Many power-ups can be found to help the caped crusaders.

Batman Forever is a standard side-scrolling action game with little in the way of heart-pounding excitement. The characters seem to move across the screen casually with no purpose in mind. All the so-called action severely suffers from a case of extreme boredom.

On the lighter side of Batman Forever, character moves are spectacular to see. This can be attributed to the digitization of the real actors wearing the authentic costumes from the movie. The actions and movements were acted in front of a bluescreen then digitized into the game. This results in characters that look very good over a background that doesn't seem to fit into the game. The game scenery is dark and gritty, with the actual playing field not faring much better. With the Genesis' capability to display up to 64 colors on a screen at one time, it makes you wonder why the programmers decided to be content with less than 20. Now, I know that Gotham City is supposed to be dark and foreboding but not *this* dark.

"Remove the animation of Batman and his delicate sidekick Robin and you are left with next to nothing."

Controlling the caped crusader is a battle in itself. You should opt to use the six-button controller instead of the standard three. You will save yourself many headaches and finger cramps by following this advice. Firing the grappling hook straight up (which is used most often) will take a while to get down pat. You need to press the B and C buttons simultaneously

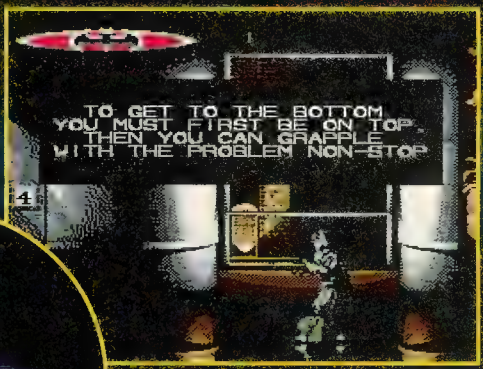


The same obstacles and traps that can damage you can also be used for safety and inflict the same damage on your enemies.

RELEASE DATE	DIFFICULTY
Now	Moderate
PUBLISHER	**SIZE**
Acclaim	24-Meg
PLAYERS	**THEME** / **% DONE**
1	Action / 100%

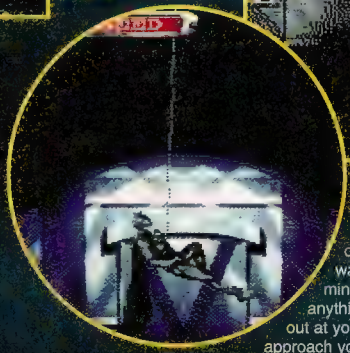
© Batman and all related characters are trademarks of DC Comic

The riddles in each level will give you information on how to complete the stage. Most of them are very obvious and will not require much thought. Now that you know what you are expected to do, you just have to get your character to follow through.



(or the Y on a six-button controller) and immediately afterward, press up on the keypad. You will waste a lot of time mindlessly jumping vertically when you mistakenly press up just an instant before firing the hook. Common weapons like the Bat-arang require common Street Fighter controller combos to launch. Again, irritating after firing a hundred or so.

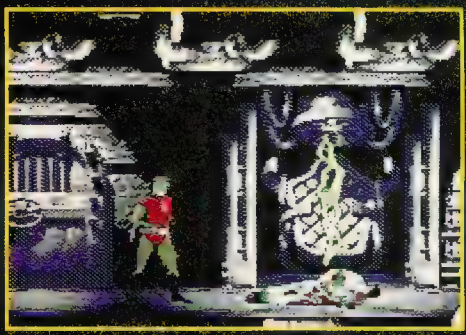
Venturing into the even scarier realm of sound, Batman Forever adds nothing to help the Genesis reputation for less-than-perfect sound. The music is downright terrible, sounding more like a dying cat than anything else. Mercifully, you can turn the music off. Digital voice-overs sound as if they have been liquified in a blender. Every time you come across one of the Riddler's riddles, you hear a "Riddle me this, riddle me that," sounding like it is being played underwater. The sound effects that correspond to movements and occurrences are decent, however. There are only so many possible ways to butcher an explosion. Even after all the modification, it still ends up sounding like something being blown up.



Levels are laid out so you must wander through mindlessly and kill anything that comes out at you. The enemies approach you singly in the first few screens. Later, you will never seem to find less than two wandering throughout the levels. When two enemies are fought at the same time, they will consistently end up on either side of your character. While you are taking one character out, the other will always appear behind you and bat you around from the back. You end up spending time "herding" the enemies to one side of the screen so you can eliminate them easier. Climbing up mysterious holes in the ceiling will also take much of your time with the grappling hook, while getting back down through that same hole will take even longer. Be sure to keep an eye out for plants and other breakable objects. They house a good number of power-ups that can be used to replenish all the generic hits you absorbed from dual enemies. If the 16-Bit's days really are numbered, it's a shame to see it go down (in flames) with games like this. A little thought and planning goes a long way, and it could have saved Batman Forever. Unfortunately, it falls short. Batman Forever is more of a chore and a burden to play than an enjoyment. The Dark Knight's days certainly don't shine very brightly.

Who Are These Guys?

Don't miss the highly unusual naming convention of the enemies. In the asylum, you will run into more than your share of Crazy Neds, Eds and Bobs, along with some very demented individuals called Antifreeze and Flame Eater. It makes you wonder if their parents all knew that their children were going to grow up to be psychotic individuals fighting on the side of evil. I'm sure the names were added to liven up the whole Batman experience. But in the long run, it just doesn't come through.



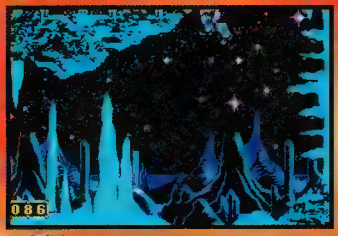
GENESIS

MUTANT CHRONICLES

For Sickos and Sadists Alike...

Aligeroth's marauding forces of the dark legion are about to destroy the last survivors of the human race. The megacorps trying to retain their power have decided to call the Doom Troopers and order them to search out and eliminate all of the dark legion mutants. Based on the popular role-playing and card game, Mutant Chronicles features side-scrolling, Contra-style shoot-'em-up play with an outrageous amount of gore.

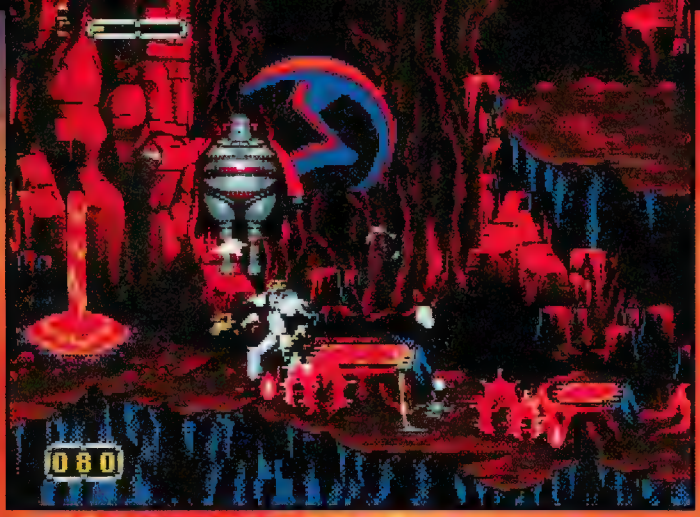
Begin the game by choosing to play as Mitch Hunter, Max Steiner or both in simultaneous Dual-Player Mode. They are basically the same character—the only difference being their weapon preference. Mitch's CAR-24 shoots very fast and lets you get the first shot off quickly, but you will waste more ammo. Max's twin MP-105s are much slower but will save you some ammo in the long run.

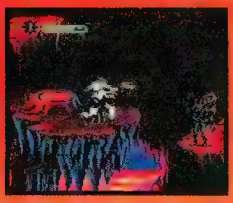


When a weapon power-up is found, Mitch's gun will become a rocket launcher with the same range as his starting gun but with a lot more power. Max will inherit a nasty flamethrower with a very limited range.

During the first few minutes of the game, you will be witness to more gore than you could possibly see staying up all night watching cable TV. Shooting enemies' heads clean off, burning them to a crisp, watching a severed spinal column dangle out of a still-intact lower torso, and enemies flopping around on the ground like dead fish while spilling blood profusely will all be evident in the first few stages alone!

RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	SIZE	
Playmates	16-Meg	
PLAYERS	THEME	% DONE
1-2	Action	100%





"MC:DT is not a game for players who faint at the sight of blood."

LISTEN UP!

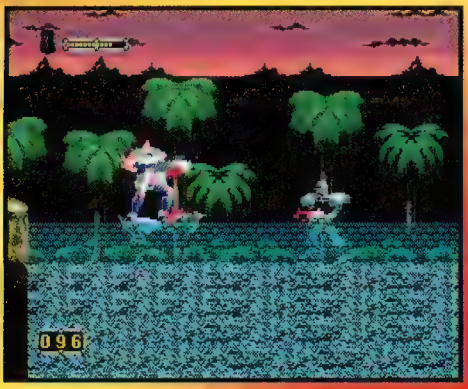
As mentioned earlier, Mutant Chronicles has many secret rooms and underground passages. They will help you out a great deal when you need some power-ups in a hurry. You can find the first one by jumping into either one of two small waterfalls. Once inside, you will find the power-up cases that contain a 1-Up, one weapon power-up, extra ammo and a health recharge.

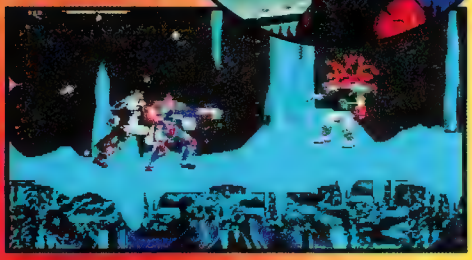
The gore in Mutant Chronicles makes MKII and MK3 look like kiddie shows.

MC:DT's control is very sluggish and never seems to respond to any of the commands you give it. Not letting you shoot an enemy who is touching your character is a very irritating feature that you have to overcome by stepping to either side and then opening fire on him.

Although I think Mutant Chronicles is more annoying than challenging, it does have some good points that should be noted. The first unsuspected item for this style of game is a password option. With few available 1-Ups plus enemies who can cause massive (cheap) damage to your character, even the programmers knew a way to continue a previous game was important. MC:DT has very smooth running animations, but unfortunately good graphic quality does not back that up, making the game look unfinished.

Overall, Mutant Chronicles: Doom Troopers tries to shock players with ungodly amounts of gore that appears to be a cover to hide the problems in this game. If you are not disturbed by the thought of floods of enemy bodies spilling nasty stuff out of every orifice, and are willing to overlook the flaws in play, you may like MC:DT.





HE LIKES CHEEZ WHIZ* OUT OF THE CAN,

BODY PIERCING AND LEATHER UNDERWEAR.

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Video Game Network

32X

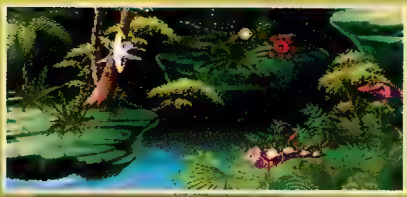
Kolibri

Suck and Shoot

Kolibri is the latest [illegible] Sega's 32X [illegible] adap[illegible] It feels and plays like an [illegible] the Dolphin. Continuing the nature theme, take the helm of a hummingbird as it tackles the perils of survival.

Kolibri is one of the few shooters for the 32X. (Zaxxon Motherbase is the only other one that readily comes to mind.) Power-up your hummingbird by sucking pollen out of flowers or collecting bubbles that float in the air. It may disappoint the purists out there since it combines some puzzle elements to keep you from flying through each level. It's done is a subtle way, much like how Ecco wasn't a total action game. The puzzles detract from the game at times, with the objective not very clear. As a result, you might get frustrated with it.

The game play of Kolibri is certainly complicated for one just picking up the game. Trying to maintain a set altitude is hard. There are [illegible] A major pet peeve is that if you die, sometimes you'll come back in the line of [illegible]



Inside Track

Ecco Revisited!

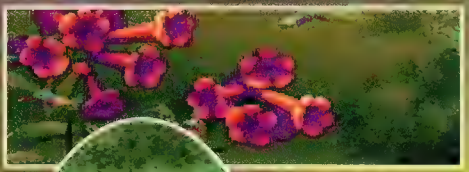
Kolibri seems like a sequel of sorts to Ecco the Dolphin. One look at the graphics and you can see the similarity. Like Ecco the control is not what you'd be used to for that type of game. Whereas the control was unique before, this new style of game play just seemed off. The music is very new age as well. If you liked Echo, this might be of some interest for you, but think of it as a game in the same vein rather than a sequel.

enemy fire. Poof, instant death. That happens more often than you think.

The levels are drawn really well, with the artist making good use of the 32X's color palettes. The same background foliage that makes up the first six or so levels does get boring after a while, though. While the later levels have different motifs, it gets monotonous with what seems like the same level over and over. The self-scrolling levels can be tedious as well.

This one is a hard game to judge. If you didn't have the patience with Ecco, the odds are this game will get annoying. No bones about it, Kolibri looks good, but the gameplay seems inconsistent.

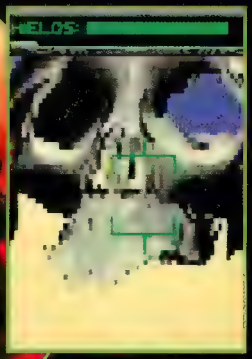
RELEASE DATE	DIFFICULTY	
November	Hard	
DEVELOPER	SIZE	
Sega	24-Meg	
PLAYERS	THEME	% DONE
1	Shooter	90%



Inside Track

One of the most confusing levels has to be Expiry. There is a scene with a bird-eating frog at the bottom of a waterfall, which you must get past. To make matters worse,

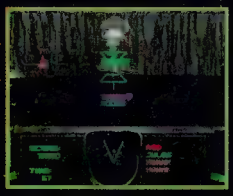
there is a wind that pushes you back toward the gaping maw of the hungry amphibian. The secret to getting past relies on the little bursts of speed achieved with the "C" button. Select opposition slightly above the frog and keep tapping the button. Don't move the direction controls at all, or you'll get stuck. Keep tapping until the wind stops.



T-MEK

The arcade hit comes home to the 32X

T-MEK is an arcade game in which you can choose between six different vehicles, each with its own unique attributes and enter into a tournament to the death against either computer pilots or a human enemy. Each craft is equipped with radar, which will keep track of where your opponents are hiding throughout the level. It won't take you very long to figure out that with only three buttons—one being a speed booster and the other two for your weapons—the only way you will be able to outsmart and destroy the other players is by sheer strategy. Each level you progress through has different areas or battlegrounds. To plan a strategic attack, use each level to your advantage by hiding behind certain objects such as pillars or luring your opponent out into the open for a clean kill. If you're the kind of player who would rather just go on a suicide mission and head right out into the open unleashing all your weapons at once in a blind fury (like me), then keep an eye out for the vehicles that are hovering above the battleground. If you fly underneath them, you will be able to reload your special weapons. One other notable advantage: After destroying one of the other crafts, you will be able to pick up a defensive power-up right by the wreckage of the craft. This will replenish some of your shields and keep you in the fight for a little while longer. The game features both a One-player and a Two-player Mode. In the One-player Mode, your job is to keep progressing through the levels, but you must also stay in first place in the point standings. Good luck; it gets very difficult at the end. The Two-player Mode seems to be the most fun due to the fact that you can battle against a friend. The only problem is the Split-screen Mode, where a good portion of the screen is taken up by the radar and other gauges, leaving both players very little room to view the battle. Are you tough enough to join the battle? If so, strap on your helmet and get ready for the T-MEK tournament.



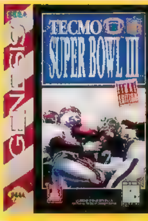
T-MEK features a variety of arenas that look different but have you doing the same old stuff.

RELEASE DATE	DIFFICULTY
November	Moderate

PUBLISHER	SIZE
Sega	24-Meg

PLAYERS	THEME	% DONE
1	Sim.	90%

'DONKEY KONG COUNTRY 2' Greater graphics and faster action for this even bigger adventure. All new worlds populated with new enemies and new friends. **$64**

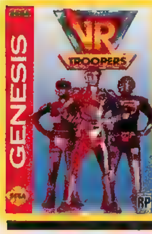


'TECMO SUPER BOWL 3' This game is virtually a NFL football simulator. The player has all of the abilities of the real NFL football teams, coaches and the real NFLPA players. New rosters, character edit mode and expansion teams. **$62**

'BREATH OF FIRE 2' Combine an orphaned descendant of the Light Dragon with a stout hearted warrior and you have the makings for this fantasy RPG! Four new fighting formations! **$59**

'MORTAL KOMBAT 3' is loaded with everything players have been begging for, six new Kombat Kodes, eight new characters, thirty two megs, and secret portals that allow fighters to smash up and down into different backgrounds. **$69**

'SECRET OF EVERMORE' Get propelled into a world of fantasy that has been turned upside down. 24 megs, Silicon Graphics and environmental ambient sounds will make you shiver! **$64**



'VR TROOPERS' Three begoggled heroes from the top rated TV series are trapped in a fiendish virtual reality video game built by evil genius, Grimlord. The VR Troopers have to overcome hordes of skugs and bosses if they want to escape! **$52**

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The NBA's best moves. Stolen

Monster slams. Just one of a ton of killer player animations. Up close and personal. In a TV-style presentation that rivals the network hoops broadcasts.

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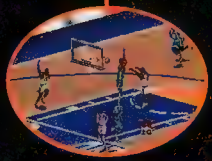
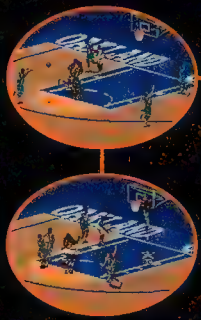


Mid-air pass. Now that's a tasty dish. One minute you got 'em thinkin' you're goin' to the hole. Next minute they're starin' at a pair of empty hands. Now you see it. Now you don't. Now it's too late.



You're knockin'. And knockin'. And knockin'. Can't get into the house through the front door? Maybe the backdoor's open. Can you say alley-oop? Sure you can. Oh yeah, blocked dunks don't feel so good either.

for your personal enjoyment.

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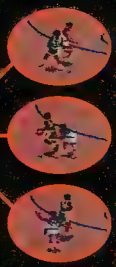
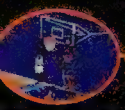


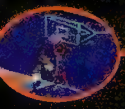
Put on a spin dribbling exhibition. Then put on another jersey. You'll find all 29 NBA teams (including Toronto and Vancouver), 2 All-star teams, and 4 custom teams at your disposal.

A finger roll here. A finger roll there. No one can stop you now. You're at the top of your game. So quit while you're ahead. Now you can leave the regular season at any time and go directly to the playoffs.

Long range jumper. Count it. 'Cuz in-depth stats keep track of everything. Including player ratings. There are stats in over 15 different categories. You can save 'em. By team. By player. Or by user (which rhymes with loser).



ot impressed with that ouble-clutch slam? Trade r someone who's got e goods. Any player in e league. Still not good nough? Create your own layer. And call him Sir unks-a-lot.



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SIMCITY 2000

Build a Thriving Metropolis on a Limited Budget...

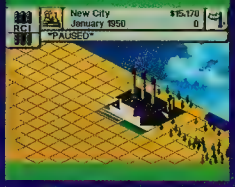
The challenging strategy game of urban conquest and development hits the Sega Saturn. SimCity 2000 allows you to design and build your own personalized city from scratch and manage its resources. Unlike the IBM and Macintosh versions (which are basically identical clones of each other), this latest release has an entirely new look. Childish-looking tool bars and selection icons large enough for the legally blind change the entire look of the game. SimCity 2000 does, however, come with Great Disasters 1 & 2 (which were sold separately on the computer versions) built right in. This welcome addition of accessories gives you a total of 18 scenarios that allow you to try your luck at helping the city's inhabitants from a wide variety of disasters and problems.

SimCity 2000 moves beyond where the original left off. Not only do you have to worry about roads and train tracks for transportation, but subways, bus depots and highways all have to be taken into consideration when designing a city. Neighboring cities can also be reached in SC 2000 by establishing a transportation connection between the two. New forms of buildings known as Archologies (giant self-

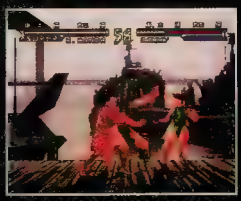
RELEASE DATE	DIFFICULTY
November	Adjustable
PUBLISHER	**SIZE**
Maxis	CD-ROM
PLAYERS	**THEME**	**% DONE**
1	Sim.	100%

INSIDE TRACK

In SimCity 2000, buildings are always the recipients of a randomly generated facelift. This change in style reflects the development of the city through the years. If you begin the earliest scenario in the year 1900, your buildings will follow designs of that era being brick and very squared off. As time passes, new looks are cycled through, bringing more rounded designs with plenty of glass and steel.



ONLY THE BEST ARE GRANTED SUPER POWER MOVES!



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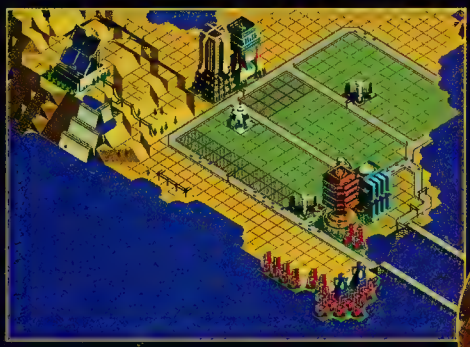
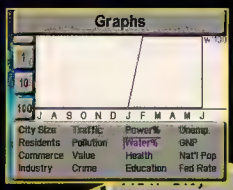
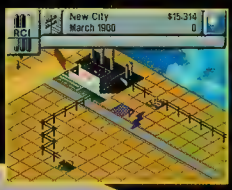






contained living structures) are offered in later years and are the best means to get your city to grow to outstanding levels.

The control and interface reaction time are extremely slow. Attempting to complete menial tasks such as placing

"Some things are better left undone!"

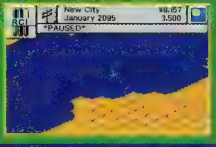
firefighters near a fire in a large scenario will cause a long hesitation in play. And trying to rotate views slowly (not in 90-degree increments) is choppy and extremely unnerving. Besides these two noted points, the rest of the game in general operates and controls considerably slower than was expected. Music and sound effects are typical for the genre; being mellow and boring, which is expected from any Maxis simulation game.

The music seems to be mainly used as a filler so you don't feel lonesome as you construct. They are nothing great, but what more do you need while you are developing for hours and hours?

As a whole, SimCity 2000 was a real letdown. I was expecting a much better game from Maxis than what was received. If you played the computer version extensively and are accustomed to its control and speed, the Saturn version will leave you wanting more. The original SimCity for the Super NES is a prime example of what type of play I was hoping for from the Saturn. That version proved that you don't need a hard drive to make an interesting sim—just proper development. The first release took a firm stand and put its computer equal to shame in speed, variety and convenience. SimCity 2000 leaves more to be desired from a CD-based next-generation system.

WATER, PRECIOUS WATER

SimCity 2000 also requires you to build under the surface of the ground before your buildings grow. All citizens need water and it is required to be beside of water. Build structures up to the main water supply. Once you place a building, a grey pipe of [illegible] appears under it. You have to connect these dead pipes to the main pipe to carry the water by placing a straight pipe between the two. Remember, if there is no water, [illegible] Clean water here is [illegible] through the use of [illegible] facilities and desalination plants to keep the people happy.



Coming in November

LOOKS CAN KILL.

Get on the winning team or get out of the way. Jim Lee's WildC.A.T.S are slashing their way onto the screen of your Super Nintendo Entertainment System. You take control of Spartan, Maul or Warblade in their ultimate mission against the evil Helspont and his Daemonites. Work together and the WildC.A.T.S blast through eleven worlds of tense battle and unfathomable danger. Don't, and it won't be just "looks" that kill you.

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WILDC.A.T.S

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Acclaim Entertainment, Inc. [illegible]

SATURN

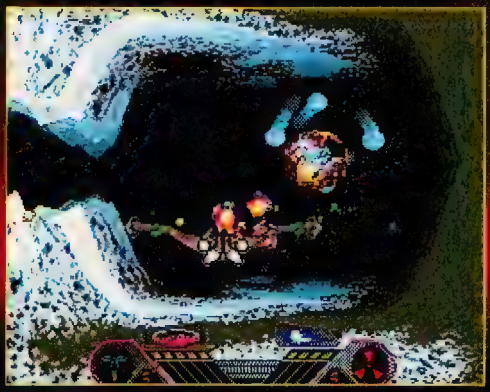
SOLAR ECLIPSE

Dark Days for Solar Eclipse

The sequel to the intense polygon shooter Total Eclipse puts you in the pilot's seat of a fast-moving, 3-D alien shooter. In Solar Eclipse, you are attempting to defeat countless enemies that are trying to get a strong foothold on the territory you are sworn to protect. Using your choice of cockpit or chase plane view, you scavenge the texture-mapped landscape in search of evil forces to eliminate.

While the graphics easily put the ones seen in Total Eclipse to shame, they are still blocky and highly pixelated. This is the compromise for the extreme game speed that allows your ship to rocket through the stages with the throttle set at nosebleed. When moving this fast, you get a sense of tunnel vision where you only stare at an approximate four-inch circle in the center of the screen as the sides blur by. This was probably the sole reason the programmers decided not to waste time and resources with astounding graphics that would go unnoticed on the side of your ship.

The selection of weapon power-ups include heat-seeking missiles and power blasts that follow the flight direction of your ship. The massive kill-all weapon is a volley of 20 missiles that evenly divide themselves among all the enemies on the screen. These tracking missiles seek out and destroy everything in their path. Along with enemies, obstacles also block your way. You have to do some sophisticated flying to keep your ship from being damaged by the moving debris. The left and right buttons control your ship's roll and are used far more



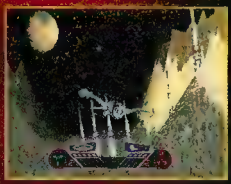
Chase plane view gives you an arcade-style screen where your whole craft is in sight. Use both to get the right perspective for different situations.

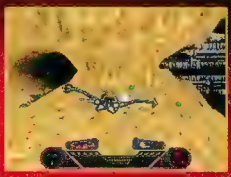
RELEASE DATE	DIFFICULTY
November	Moderate
PUBLISHER	**SIZE**
Crystal Dynamics	CD-ROM
PLAYERS	**THEME**	**% DONE**
1	Shooter	50%

often than in Total Eclipse to avoid the variety of obstacles. Break-away barriers that block your path usually conceal giant metal spikes that lunge out at your ship right before you reach them. So after shooting the barrier, quickly roll to the opening in the obstacle and squeeze your way through.

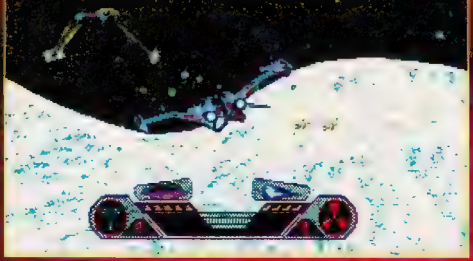
The best addition to Solar Eclipse is the availability of multiple paths where you can select where you want your ship to go. Do not misinterpret Solar Eclipse as a free-roaming 3-D shooter. It still controls the general direction of your ship's flight path. You do, however, have a decent-sized area to move around in and explore on the sides of your ship that is large enough to still let you feel unrestricted while you fly.

Solar Eclipse is a joy to watch and play. The only problem is that there is a little slowdown that hits when there is a screen full of enemies attacking your ship, but that may be cleared up before the final release. This slowdown is just another way to point out the extreme amount of enemies that flock on the screen at one time.



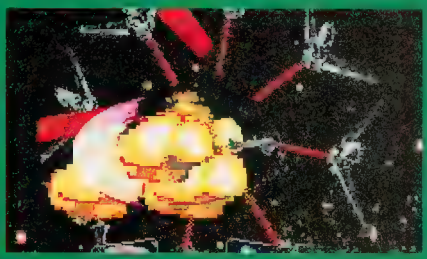


"Boredom is not a consideration...this game is merciless."



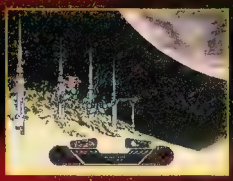
A LITTLE HELP FROM YOUR FRIENDS

You are not alone during your attempt to destroy the enemies. You have wingmen that fly with you alongside your ship and keep you updated on the status of the mission. They inform you if they sense anything on their instruments to warn you of impending danger. Usually their information is useful, but sometimes they get you all worked up for nothing, sending you on wild goose chases.



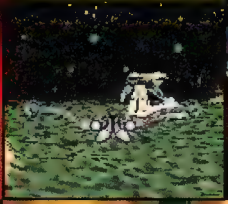
Boredom is not a consideration when there are so many fun things that line up to be shot. There is no doubt; this game is merciless.

The stand-alone graphics in Solar Eclipse are not impressive at first look, but quickly dissipate after you jump into the cockpit and start targeting enemy space craft. Solar Eclipse is a prime example of your first impression not necessarily being the right one. If you are seeking a fast-moving 3-D shooter with tons of enemies and challenging levels and can overlook the graphic flaws, Solar Eclipse will give you hours of enjoyment.



INSIDE TRACK

The Bosses are very tough and some fancy flying is needed to avoid their powerful attacks. The best way to eliminate them is to save all of your special weapons (nuke volleys), then fire repeated bursts until you run out. This will lower their energy substantially and let you finish them by using your standard guns. Be sure not to sit in one place and hold the fire button. Their missiles and lasers will seek you there and shred your ship in no time. Stay on your toes.



WE WERE WARNED HEADS
NEW GAME DIDN'T REDEFINE THE

More deadly combos than a fast food restaurant.

WOULD ROLL IF OUR
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HOW APPROPRIATE.

a cutting edge. WeaponLord features weapon-to-weapon combat in classic medieval tradition, with all kinds of combos that disem-

Play it and see for yourself. WeaponLord truly redefines the genre. Which makes us glad we stuck our necks out in the first place.

GENESIS
SUPER NINTENDO
PLAY IT ON X BYND
TEEN T AGES 13+

PLAYSTATION

PHILOSOMA

Strange Name, Cool Game...

You've probably noticed that there haven't been that many shooters recently. Back in the heyday of the Genesis, they were probably the most common type of game. If it's high-intensity action you want, Philosoma will whet your appetite for adrenaline.

Philosoma joins Raiden as one of the first shooters for the PlayStation. Surprisingly, this first-generation game surpasses the competition in every way.

First, the computer-rendered graphics are a sight to see. The cinemas are perfectly smooth, and they are great to watch over and over. They even get more intense as the game progresses. Okay, so cinemas aren't your thing. How about power-ups?

Philosoma gives you a selection of five weapons that can each be powered-up three times. The basic weapon is the Vulcan—a standard spread gun that fills the air with lead. If you're getting swarmed, it's not too shabby. The Laser is a favorite. It's a blue beam that blankets the screen with lethal effects when powered-up. A-Break is a beam that can be charged up to do more damage. It's perfect for doing a lot of damage to a specific point (like Boss' weak spots). Last is Ray-B. This can be your most important gun at times. It's a simple shot that fires behind you. You'll see its importance later. Aside from these carnage-causing weapons, you'll also pick up icons that give you missiles. Some go straight forward and others home-in on the enemies. To top off everything, use a super-bomb to clear the screen of targets. Sounds cool, huh? Want to hear more?

This CD has five, count 'em five, different perspectives.

RELEASE DATE	DIFFICULTY
November	Hard
PUBLISHER	**SIZE**
Sony Computer Ent.	CD-ROM
PLAYERS / **THEME**	**% DONE**
1 / Shooter	75%

"THE LUCKY ONES ARE DEAD."

An Experience from the REAL 3DO Zone™, Dave "Bungee Boy", PA

"Laura's not so lucky—she's got to live the nightmare. And I'm living it with her. We have to find out why her father went berserk and blew away a hospital full of patients. Or how to escape the moving wall of spikes that's poised an eyelash away from her face. The lifeless bodies littering this place aren't giving any answers. Graphics and sound so terrifying I got my back to the wall and the doors propped shut. No sleep tonight. See you on the other side."

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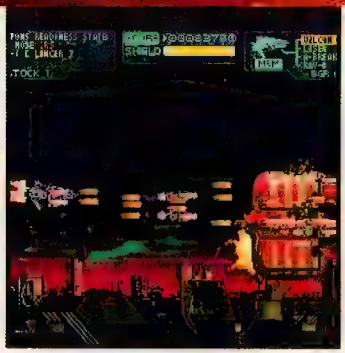
CYBER SEZ'S...

It always seems like the first-generation shooters are filled with slowdown or they just don't have the "oomph" that they should. In a way, Philosoma's scary. This

game breaks away from the ordinary conventions of shooters and excels in every way. There is no slowdown whatsoever and it plays really well. Compare this to any 16-Bit shooter, new or old. If this is a first-run game, what will the games released in the future be like? We're about to see some major revelations that will stir the gaming market. With new technology, the threshhold of what programmers can do has changed. What new genres will be spawned? Think about it...scary isn't it?

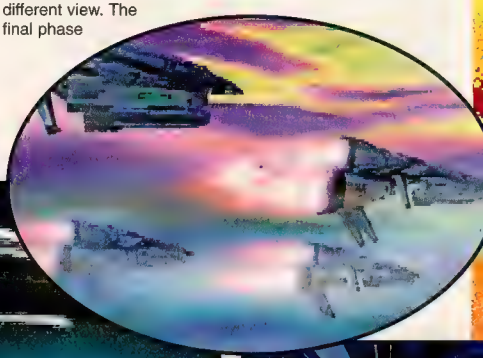


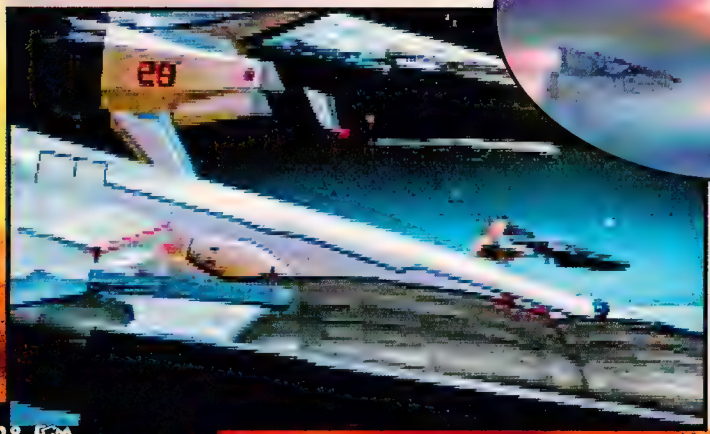
No other shooter has this many points of view. (No fools, Axelay only had two views.) You have your typical horizontal and vertical views. While practically all other shooters utilize these perspectives, the visuals of these are just so cool. Enemies appear in the distance and fly into the foreground and so forth. Cool effects like that help this title stand out. You will also see forward and rear views. (See, that tail gun would come in handy.) These are sort of like Microcosm, but in a good way. For all of you Zaxxon buffs out there, there is a view that re-creates its intensity. It's also the only level where you can hit walls. Be warned. The changes in viewpoint add a subtle challenge, and it keeps things fresh.

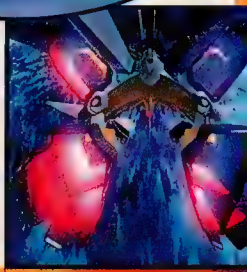
Philosoma has more than its fair share of visual effects.

The weapons and the detail in the enemies work well with the backgrounds, which look great, too. They range from a canyonscape to a city. Each phase is broken down into sequences, each using a different view. The final phase ends with an enormous Boss. For some reason, they just don't seem to match the quality of the rest of the game. (Except for the train Boss. You have to see it!)

This is a good game to pick up. Even if you don't like shooters, Philosoma will give you all the thrills and spills that any decent game delivers. The action is non-stop and it looks good. What else would you need?





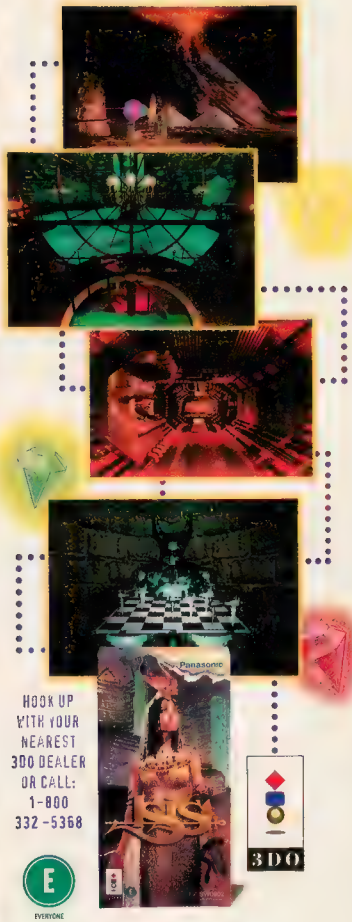


"ONE BONEHEAD CALL AND THIS

GODDESS GETS A MILLENNIUM IN SOLITARY."

An Experience from the REAL 3DO Zone™, Johnny "Torso", FL

"Gotta' have a brain in the old coconut to play this one. Hey, this ain't no cakewalk. We're talkin' major scavenger hunt for three gems. Find 'em and I power up the ancient ship Isis and sail this puppy outta here. Blow it and the goddess is doin' some serious hard time. Brain-busting puzzles. Killer graphics. Funky Earth, Wind & Fire tunes. And a well-preserved 5000-year-old goddess in distress. So what are you doin' tonite? Adios, Chuckie."



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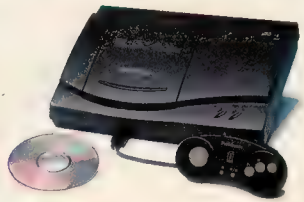
E
EVERYONE



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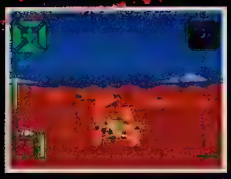
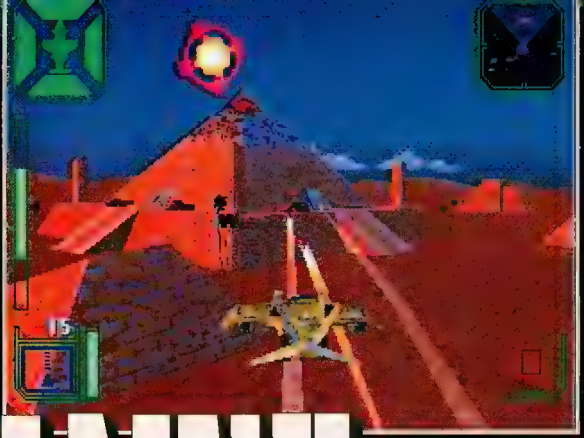
PLAYSTATION



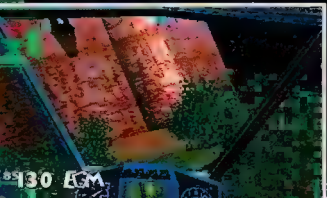


WARHAWK

The Red Mercury Missions

Sony breaks the sound barrier with Warhawk!

At first glance, Warhawk may look like your average, run-of-the-mill shooter, but after playing through the very first level, it was obvious that there was much more to the game than meets the eye! First of all, many games of this type may boast some impressive graphics and cool features, but are very limited since you are always flying along a set course. Perhaps the best feature of Warhawk is the freedom to fly anywhere throughout the level. This way, if you're going in low for an attack pattern on a ground target and miss, you can then hit the thrusters, do a 180-degree banked turn and set up for a second attack. As far as the overall look, one could go on forever on how incredible the graphics are, but more important than that is how smoothly the game plays. Warhawk is among the second generation of titles that will be released for the PlayStation, which means that the programmers are starting to learn how to



RELEASE DATE	DIFFICULTY
November	Adjustable
PUBLISHER	**SIZE**
Sony Interactive	CD-ROM

PLAYERS	THEME	% DONE
1-2	Sim.	80%

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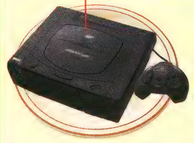

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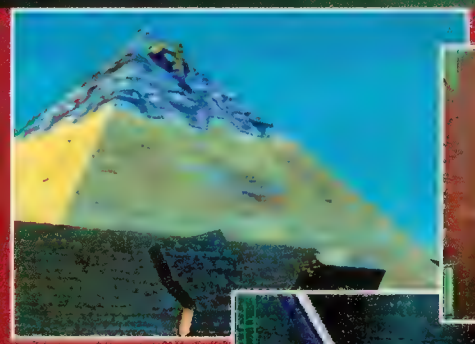
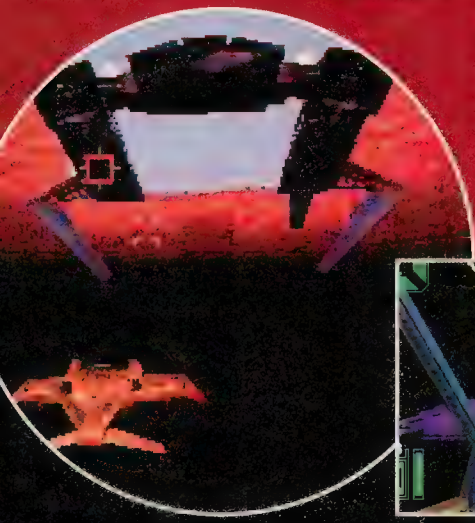
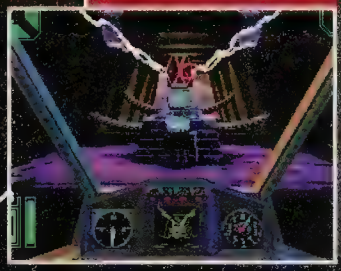


unleash the true powers of this incredible system. As far as controls go: superb! Warhawk is one of the few games available on the PSX that utilizes every button on the controller while in flight. One very unique feature of the controls that separates this game from all the other shooters or trench running-type games that have been released in the past is the throttle control. Other games such as Total Eclipse and StarFox may feature some limited throttling abilities, such as a boost or a brake, but Warhawk incorporates full throttle control in both forward and reverse. This advantage, along with the fact that you can fly in any direction, makes for one incredible game. For example, the Bosses at the end of the levels can be very tricky to defeat, and may need some strategic planning. Flying in just to unleash every weapon you have available may be fun, but also suicidal. Your best bet would be to come in low, raise your altitude, target the enemy and make the kill. Sounds easy, but it's not! Being able to hover is nice, but it also means you're nothing more than a sitting duck. If you take a considerable amount of damage to your shields, you can reverse your throttle, back off, find a place to hide out while your shields recharge, then go back to finish off the enemy. Up until now, platform shooters have always been inferior to the PC titles that can offer brilliant graphics and features while still keeping the true "flight" integrity in the game. Warhawk is well on its way to closing the gap between the keyboard and the controller.

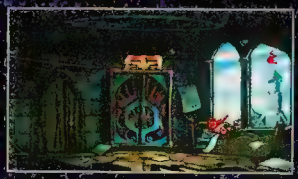
"Warhawk is well on its way to closing the gap between the keyboard and the controller."





INSIDE TRACK

To get a better idea of how the game will play, take a look at one of the four preset controller configurations. There are four setups you can choose from: Aggressive, Hit and Run, Precision and Arcade. Pick the one that will best suit your style of play, but be warned—once you get used to one specific setup, it becomes second nature, and will be very difficult to relearn the controls. To get a feel for what the game can offer, check out the options you will have available to you in flight. The directional pad stays the same throughout each mode—it will control the direction of your ship. The Aggressive Mode is the default configuration, and the controls for the thumb buttons are as follows: machine guns, missiles, afterburners and toggle weapons. The four top buttons on the controller can be used in conjunction with the directional pad to give full control of the ship. The first two act as the throttle, and the second two are used to bank your ship to either side, but can also be double tapped to perform a 360-degree roll that comes in handy when trying to outsmart a heat-seeking missile.



Be sure to search every possible area for items and info that may help you out.

Most of the information you receive will be useless in your quest but fun nonetheless.

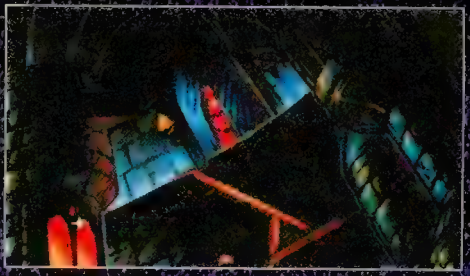
Discworld

Psygnosis boasting British accent

In the past few months, Psygnosis has bombarded the PlayStation market with many previously unseen titles. Continuing this tradition in the point-and-click category is Discworld, based on Terry Pratchett's world-wide best sellers featuring wizards and heroic failures.

Discworld is a humor-filled adventure game that is designed to challenge you as much as entertain you. Every object and encounter within the game are there to help you complete the quest or more importantly, provoke laughter. Even the way you talk to others is meant to exploit the included humor text, more than to jump to the chase and get the answer you were seeking.

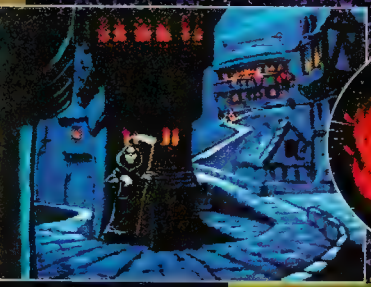
The plot forces you into the shoes of Rincewind, who has been summoned by the arch chancellor of the Unseen University. The chancellor sends you on a legendary quest to bring an end to the mysterious dragon that has caused a reign of terror among the citizens. Using all of your puzzle-solving ability (and your natural skill to insult others), gather the items that will help eliminate the fire-breathing beast. Talking with the citizens, collect the required information and tools that are needed to complete this giant task.



Discworld's graphics and sound are extraordinary, with everything being easy to control. No fast or precise "hit the button now" actions are required by the player. This lets you just sit back and enjoy everything this title has to offer.

Discworld is not the type of game that can be finished in less than a few hours. A long and hilarious plot filled with many quests and riddles awaits unsuspecting players.

RELEASE DATE	DIFFICULTY
October	Moderate
PUBLISHER	**SIZE**
Psygnosis	CD-ROM
PLAYERS	**THEME** / **% DONE**
1	Adv. / 100%



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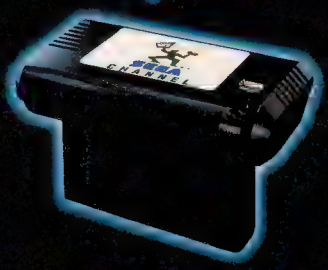
HOOK IN THIS  FOR PENNIES A DAY

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PLAYSTATION

Let's Go Lemming now...

Your favorite, mindless green-haired characters are back to wreak havoc on your PlayStation. Lemmings 3D is packed with the same challenging mazes seen in earlier versions, but they added a twist to the previous side-scrolling title—3-D. In addition, you can also select to control a single Lemming using the new feature VR Lemming or command all of them from a third-person point of view. Third-person is the easier of the two to use, but it still requires practice to become proficient. L3D's most important feature is a free-floating view allowing you to move your cameras anywhere you want. The cameras are the heart of the game, and you must understand them to take full advantage of the 3-D experience. Don't give up without a fight! Lemmings 3D requires at least a few hours to become familiar with the view control and selection options. Only with constant practice will you be able to get anywhere in this puzzle game extraordinaire. L3D contains a shocking 100 levels of daunting mazes that are broken down into four separate difficulty levels. Highly unusual cinemas featuring Lemmings in some very weird circumstances await your completion of every 25th level.

A new Lemming talent, "turning" is available to navigate your Lems into the Z plane. After selecting which Lemming to turn, you must choose a direction 90 degrees from the last position of the walkers. This new skill is used more than all others in L3D to complete the missions. This is the most important skill, for without it this game would be no different than any of the previous ones.

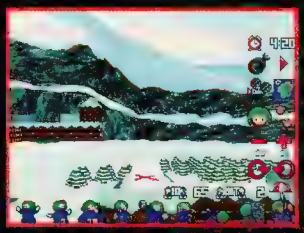
Lemmings 3D features better scenery and more design than all of the previous versions combined.

RELEASE DATE	DIFFICULTY
October	Hard
PUBLISHER	**SIZE**
Clockwork Games	CD-ROM
PLAYERS	**THEME**	**% DONE**
1	Puzzle	100%

VR Lemmings?

All the old familiar skills have also been brought into L3D. Watching the bashers and miners dig their way through obstacles is very impressive in 3-D. You can also walk along with climbers as they explore towers and hover back to Earth as a floater holding your multicolored umbrella.

A practice session is available for you to learn the Lemming talents and work with view control. They are kind of slow but worth every bit of effort. After graduating from the practice session, you advance to the standard stages that make the practice sessions look like child's play. Wandering through giant cargo ships, airplanes, high-tech futuristic bases, Egyptian pyramids, arctic wastelands and desktops outfitted with computers all await your arrival. Every stage encountered will engage your mind even deeper than the previous ones. The use of memory cards and passwords is a welcome addition to L3D. This allows you to attempt tougher levels at a later time. Watch out for the maze levels where you must find your way through an enclosed area where only Lemmings can go. Choosing the right path in these mazes is almost impossible.

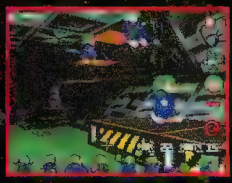


The occasional cinemas won't really seem to fit into the game, but are a welcome sight nonetheless.

Inexperienced players who may have enjoyed a few stages of earlier titles should cover their ears and run. L3D's childish-looking exterior hides a beast of a game that is just waiting to test your abilities to their fullest. Only players with exceptional talents and an unearthly drive to succeed should even attempt L3D. Clearly, this game has pushed the original concept to a level no one would have expected it to reach.

CAMERA STRATEGY

Each of the four cameras can be stationed at specific points before the game begins, allowing you to quick-jump to any of the preset positions during the game. Use the Paws function to relocate your cameras before you release your Lems. Only with practice can you achieve any measure of success.



Miners and bashers use their skills to break through blocking obstacles.

PLAYSTATION

TWISTED METAL

GUNS, MISSILES, SPIKES, ICE CREAM...

Twisted Metal is best described with one word: great!

We've all seen the demolition derby games where you smash up other cars. They all pale in comparison to this one. Why? Twisted Metal is, well...sick. Where else can you pit a Hummer against a motorcycle?

This game allows you to choose from 10 different vehicles ranging from the Ice Cream Truck to a Lamborghini. Each one has its own special weapon that can do lots of damage. Aside from that, there are other types of death-dealing devices, like spikes and missiles. Your selection will also come equipped with machine guns.

You can change your perspective to inside or outside of the car.

> "Where else can you pit a Hummer against a motorcycle?"

The first couple of levels are only so-so. You start in a measly arena then enter a city district. The fun starts when you start competing in the suburbs. Innocent victims await your treads around every turn. There is a Christmas motif that lends a bit of perversity to the slaughter. The last level takes place on the rooftops of skyscrapers. One false move, and you fall to your death. It's that simple.

The game play of Twisted Metal is good. The controls are responsive. Switching from weapon to weapon is no problem. Each vehicle has its own strategy. With the giant monster truck, your best bet is to get in close and run over the opposition. This differs greatly from the ghost car Specter. With him, you should keep your distance and fire from behind cover.

The audio of Twisted Metal is terrific. It mixes a little spaghetti Western with Christmas tunes. Some thrash-heavy tunes round out the soundtrack as well. Another great aspect is that when the other cars are killing each other off (yes, they can do that...), you can hear all of the explosions and weapon noises.

RELEASE DATE	DIFFICULTY
Now	Variable
PUBLISHER	**SIZE**
Sony Interactive Ent.	CD-ROM

PLAYERS	THEME	% DONE
1-2	Action	100%

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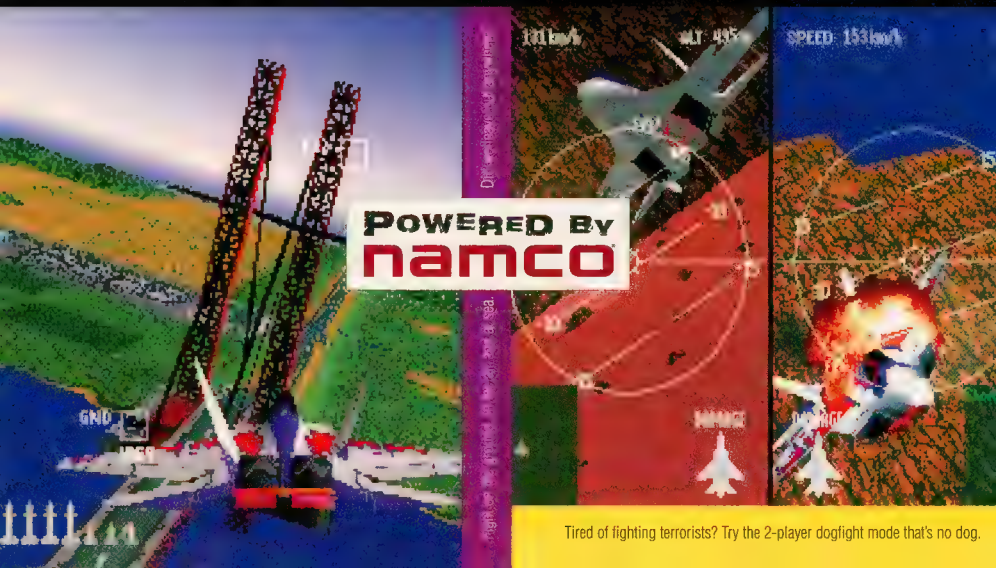

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depart on any of 17 deadly missions, all without going anywhere near the Middle East.

3DO

MAZER

Mazer is loaded with intense action, maybe too intense. As a result, many players will get very frustrated with it.

It takes an act of will to beat this game

When American Laser Games announces a new game, everyone instantly thinks, "Well, another FMV shooter." Surprise, surprise, their latest title is not a Mad Dog mimic, but an action game. Mazer is a bizarre CD that will sort of remind you of a poor man's Loaded. Set against a futuristic backdrop, it is set in 3/4 perspective giving you a panoramic view of the playing field. Choose from four characters, but each one is practically the same. Freon and Hawk are good for long range, while Azotar and Arashi are best used for close range.

The visuals feature rendered and digitized effects—however, they leave much to be desired as the choppiness of the screen scrolling gets in the way of the game play. The audio is an upbeat heavy-metal thrash that sometimes works with the stage and sometimes doesn't. The control is simple, as it should be for action games.

The point of each level is to free humans who are being transformed into cybernetic killers, collect the power-ups and fight a Boss. All of this happens on the small playing board.

Enemies appear through the floor practically swamping you, no matter what your firepower is. If you want to survive, you'll have to manage your shields carefully. The Bosses move slowly but they inflict lots of damage.

With all of the enemies on the screen, avoiding hits is tough. If you manage to destroy the Boss, you'll be treated to a CG cinema of it blowing up.

The power-ups of Mazer do little to improve your situation. You feel like you're defending the Alamo—the odds are against you. This CD is almost *too* difficult, and therefore is hard to get into. The choppiness of Mazer hints that the programmers tried to do too much on the 3DO. Maybe it would have been better on another machine. Overall, renting this game would be prudent before buying it.

RELEASE DATE	DIFFICULTY
Now	Hard

PUBLISHER	SIZE
Amer. Laser Games	CD-ROM

PLAYERS	THEME	% DONE
1-2	Action	100%

Coming in November.

Die HUMAN Scum

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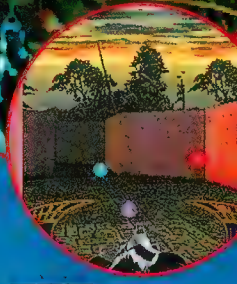
3DO

KILLING TIME



The biggest advantage CD-based games have over cartridges is the amount of information they can hold. This extra capacity is most effectively used to store vast quantities of cinemas, video sequences and digitized speech. Studio 3DO demonstrates the system's capability with their new release, Killing Time. This Doom-style first-person 3-D action/adventure game will keep you on the edge of your seat with anticipation throughout the entire journey.

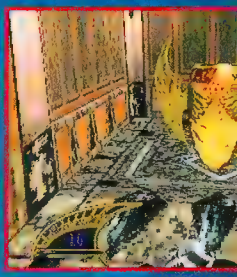
After being witness to the first moments of the introduction cinema, you'll be pulled into the vortex of a plot that gets better with every second. The quality of and the time spent to make this movie-like intro are worth the price of the game alone.

Your mission is to search the grounds of the Conway Estate and look for clues and information that will help solve the riddle of the cult's mysterious disappearance. During your journey you will come across a variety of weird flashbacks featuring ghostly figures that slowly reveal clues and guide you through the levels. These cinema encounters don't just stop the game, but run right in your character's field of view blending video and game play like nothing else before. These encounters will make your eyes swell to the size of saucers as the images suddenly appear sometimes for no apparent reason, scaring you half to death.

> "Killing Time is the type of game that should never be played alone in the dark."

Musically, Killing Time cycles from quiet and calming backgrounds to wild mambo-style tracks depending where you are in the level. Most of the excerpts have a sinister feel, causing fright without the help of spirited visitors or encounters with humans and mystic creatures.

Encounters come in the shape of people, animals, mutated fantasy creatures and mysterious ghostly forms not of this Earth. They all can easily damage you with anything from normal guns to phantom fireball

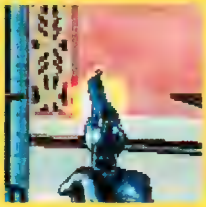


RELEASE DATE	DIFFICULTY
September	Moderate
PUBLISHER	**SIZE**
Studio 3DO	CD-ROM
PLAYERS	**THEME**	**% DONE**
1	Shooter	60%

PROTECT YOURSELF

Throughout Killing Time, a slew of enemies are always in your face and on your heals. You begin the game with a single revolver with which to defend yourself. By killing enemies and searching semi-obscure locations, better weapons can be

found to make destroying the human and spirited enemies much easier. Dual revolvers, a shotgun and a flamethrower are some of the weapons that can be scrounged during your quest through the Conway Estate. Each of the firearms are more powerful than the previous one, allowing you to kill tougher enemies with greater ease. Remember to pick up every bit of ammo you can find for each weapon. You will also have to switch frequently to different weapons when your supply runs low. The last thing you want to happen is to get caught within a circle of evildoers with no ammo and nowhere to run.



The ghostly figures relive incidents before their disappearance.

bursts. The damage adds up, taking your health percentage down (just like most 3-D search-and-[illegible]oy games). To regain [illegible] gather assorted health spheres located at designated points in the level. Killing enemies also gives you a chance to grab the health left behind by the enemy before it disappears.

In the maze leading up to the castle, acquire some free [illegible]alth by killing the prey [illegible] the hunters. Shoot the ducks with your gun, or if you don't want to waste the ammo, stomp the quackers with the heel of your boot to rob them of their energy. They don't cause you any injuries but are fun to stomp just to shut them up.

With many cinemas, digitized speech and tough enemies, Killing Time could be the best title available for the 3DO. However, the single [illegible]oblem of game speed quickly arises. All of the [illegible]on and the depth of Killing Time make it play very slowly. Moving and turning is very slow and choppy while you are try[illegible] to aim quickly at a bunch of [illegible] targeting you. It is so choppy in fact you end up under- or over-shooting the enemy every time. The game is still enjoyable and exciting to play, but for the player who is looking for a fast-[illegible]ction game with [illegible] control, the search will [illegible]ave to continue.

Killing Time will either be loved or hated by players. It is one of those titles that is either exactly what you are looking for (being a challenging mystery) or everything you don't want (choppy control with a touch of the slowdowns). The story (especially the intro) has been worked over to perfection and you might find yourself tolerating

[illegible] Killing Time [illegible] At worst, it will still allow you to do what the [illegible]

3DO

FLYING NIGHTMARES

Orville and Wilber never took off vertically...

The gaming masterminds at Domark have created a new aircraft combat simulator based on the vertical take-off and landing fighter, the Harrier, used by the U.S. Marines. Using all of the weapons and technology real pilots use daily, you wage war against the Barcala government (in Southeast Asia) under the code name: Operation Saber.

Flying Nightmares is a very good interpretation of a Harrier simulator. It allows you to jump into the flight suit of a Harrier pilot and try out the demanding requirements of a combat pilot in a state of war. The only real problem with this game is trying to use the 3DO keypad to fly the plane. It can be done, but it is much easier to use the Flightstick Pro (plus it gives a more realistic feel to any flight sim). The in-depth accuracy that makes FN a great sim can also cause real problems trying to remember the 32 different functions and controls while flying this high-tech jet fighter. While all this action is going on inside the cockpit, miles of texture-mapped, 3-D landscape flow by quickly and smoothly. Littering this countryside are over 100 objects that include vehicles, enemy aircraft, buildings and special mission objectives. All these objects are not just represented by a corny icon placed

RELEASE DATE	DIFFICULTY
Now	Hard
PUBLISHER	**SIZE**
Domark	CD-ROM
PLAYERS	**THEME** / **% DONE**
1	Sim. / 100%

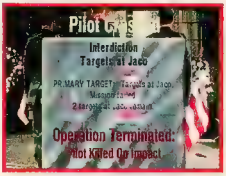
The smooth-scrolling cinemas are accented with a rocking *Top Gun*-style soundtrack featuring Mike Edwards of Jesus Jones.

randomly on the horizon, but physically appear to be in the world. When something is destroyed, it will smoke and smolder in the background for the rest of the mission, instead of having it change appearance or disappear altogether as with lesser games.

"Domark pushes the flight sim envelope with their latest release for the 3DO."

Besides the previously mentioned fault of using the keypad, control leaves nothing to note except that many players feel it is spongy and too loose for accurate flying. Experimenting with the soft control in low-level tight turns will send many pilots to their watery graves with little or no time to eject. You will, however, have plenty of flight time to perfect your flying ability while attempting the full complement of 36 missions. All of the missions are progressive through the story line. So, after destroying two coastline ground structures in the first mission, there will still be rubble in the second mission when you fly over them to obliterate something else. Definitely a great feature to have in a sim where the story closely revolves around the orderly completion of missions. The missions begin very tame by hitting ground structures that have no defensive capability. On these missions, your greatest enemy is pilot error. Later the targets will be protected by SAMs and Howitzers, which are ordered to defend important potential ground targets. You will also have to deal with three more enemy combat aircraft along with "Hueys," C130s and thick armored tanks. They will all give their best shot at trying to down the aggressors using any of the weapons at their disposal. These missions will put all of your training to the test as you battle to save your own neck.

Flying Nightmares as a whole is one of the most challenging flight sims available for any system. It is so challenging in fact, that the manual even comes with tips to add to the already detailed instructions. Flying Nightmares is not a game for players looking for instant gratification, it is an in-depth flight simulator that allows you to get into the pilot's chair and try your luck at downing bogies. Any player who masters Flying Nightmares is either currently a pilot, or should be in U.S.M.C. flight training.



Your best option landing the Harrier is to use the auto pilot, which will set you down on the carrier deck smooth as silk. Be sure that no enemy planes are following you or else they can shoot you down as your plane is trying to land. The way to avoid this is to destroy your pursuer before you turn on the auto pilot. Use an AIM9 missile or if you have none left, circle your fleet with the bogie following you and let the fleet's gunners take out the enemy.

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GameGear

Garfield

Caught In The Act

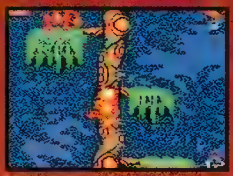
Scratch Up Some Enemies

Everyone's favorite fat feline debuts in his first Game Gear side-scrolling adventure, Garfield: Caught In The Act. Different from the Genesis version, Garfield seems to be much easier to control than his 16-Bit big brother. His movements are clear and exacting, causing practically no problems for experienced or expert players. As for protection, his is a cat and he relies mainly on his claw attack to strike close-range enemies. It is slow, but it isn't really a bad means of protection. You have to get close to swipe early though, or you will take some mandatory hits from the opposition. Along with his cat claw, Garfield also has the combat skill to throw projectiles he picks up along his journey at enemies. These are the only two means of defense, but they are enough to get him through the game with minimal problems.

"How did they pack a cat that size into a Game Gear?"

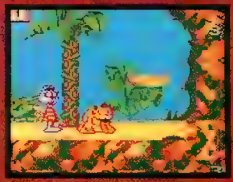
The levels he must conquer are challenging, diverse and lead through different periods of television time. A welcome feature is that there are never too many enemies on the screen at once. This allows you to keep your head while playing instead of running around, wildly scratching and throwing objects at anything that moves. Again, this adds to the fun.

Garfield for the Game Gear is just what the fans of portable systems are looking for. It may not be the title to put all others six feet under, but it is well thought out and rewarding to play. Players who are seeking a fair and challenging action title for their portable, need to check this game out.



Limited attacks force you to use all other to fight enemies.

RELEASE DATE	DIFFICULTY
October	Moderate
PUBLISHER	**SIZE**
Sega	8-Meg
PLAYERS	**THEME** / **% DONE**
1	Action / 100%



Garfield has to distinguish between friends and foes.

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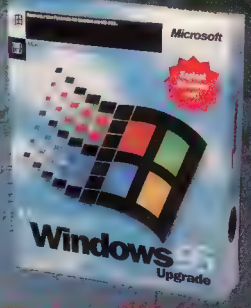

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The Hive is a stunningly realistic, 3-D rendered action arcade game which throws the player into a ferocious series of battles against the sinister Black Nexus Mob. The Hive takes players through 18 levels of heart-pounding game play and gut-wrenching excitement. Never before seen panoramic game play offers the player 360-degree range of motion in a surprisingly true-to-life, pre-rendered 3-D environment.

WIN '95 CD **$49.99**

MICRO FORUM

DAGGER'S RAGE

Dagger's Rage is the first full-screen, full-action game designed for Windows and Windows '95. The ultimate intergalactic battleship game, Dagger's Rage offers 3D effects, and state-of-the-art animation including stunning explosions. Put your strategic skills to the test against intelligent enemies and intergalactic battleships!

PC CD-ROM **$34.99**

MICRO FORUM

MAABUS

Let the most exciting video game ever created explode into life on your screen! Mutant creatures, evil aliens and an awesome onslaught of deadly traps await you, thanks to the latest animation and 3D graphic effects!

IBM CD **$39.99**

FORMGEN.

Rise of the Triad: DARK WAR

Here's the game you've been waiting for: the game players just couldn't wait to see! You're a member of HUNT, the High-Risk United Nations Taskforce. Caught with your pants down on a routine surveillance mission, your only choice is to blaze through hundreds of armed enemies, eluding traps at every turn.

IBM CD **$39.99**
Mature players only.

7TH LEVEL

BATTLE BEAST

Your mission is to kill deadly toads while fighting defective renegade BattleBeasts head-to-head to gain power and points. Learn strategies as you fight through nine scenarios of increasing difficulty on your way to meeting up with the evil Toadman in a rousing final battle to the death.

WINDOWS CD **$49.99**

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Electronic Arts Entertainment

ELECTRONIC ARTS
FADE TO BLACK
Morphs have taken over the solar system and want to enslave the human race. Battle through a 3-D labyrinth spanning six levels and many sub-levels. Move through dark, enemy-infested hallways, duck bullets and fire around corners as you attempt to hold off the assault.
PC CD-ROM **$54.99**

ELECTRONIC ARTS
NEED FOR SPEED
Race your Diablo through the city, test the Porsche's handling on mountain roads, or enjoy the coastal scenery. Then try your hand at the test and stunt tracks. It all adds up to the ultimate driving simulation
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ELECTRONIC ARTS
HOME IMPROVEMENT 1-2-3
The ultimate power tool for do-it-yourselfers from Home Depot and Multicom. Videos, animations, illustrations, photographs, and narration help you master many home improvements and repair projects.
WINDOWS CD **$44.99**

ELECTRONIC ARTS
WEREWOLF vs. COMANCHE
Two games in one box! It's a battle to the death between the Russian Werewolf helicopter and its American counterpart, the Comanche. Experience Werewolf, possibly the only helicopter that could outgun and outfly the Comanche!
PC CD-ROM **$54.99**

ELECTRONIC ARTS
MADELINE
Children will love helping Madeline present a puppet show, exploring Parisian neighborhoods, gathering props and completing creative activities that become part of the puppet show. Madeline is magnifique!
WINDOWS CD **$39.99**

ELECTRONIC ARTS
PGA Tour GOLF INVITATIONAL'96
State-of-the-art, TV-style presentation and cutting edge technology combine with the PGA Tour to deliver the most stunning golf simulation ever created for the PC.
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ORIGIN
Crusader: NO REMORSE
Crusader is a futuristic, mission-based action game that uses live action video for realistic interaction with your fellow rebels. Super VGA graphics add excitement as you outwit and outshoot your enemies!
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ELECTRONIC ARTS
MAGIC CARPET 2
You'll love this 75% faster sequel to Magic Carpet with 50 new worlds, modem play, and all-new spells and monsters!
PC CD-ROM **$49.99**

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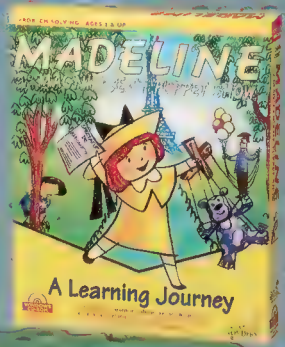
WEREWOLF vs. COMANCHE



GT Interactive Entertainment

GT INTERACTIVE

DOOM II

Mac owners can finally satisfy their hunger for the bloodiest, fiercest, most addicting blastfest ever! Thirty levels of non-stop heart-pounding action. Doom II for the Mac is everything Macintosh owners have been dying for!

MAC CD

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Virgin Interactive Entertainment

PARKER BROTHERS
MONOPOLY
In this brand-new and fully-updated anniversary edition, the famous streets of Atlantic City come alive as you wheel and deal in real estate. Fully-rendered and animated in 3-D, you can take a drive in the classic automobile or walk your silver dog past the stately mansions of Boardwalk and Park Place.

PC CD-ROM **$49.99**

MAC COMING SOON!

VIRGIN INTERACTIVE
FLIGHT UNLIMITED
Fly five different high-performance aerobatics airplanes through complex maneuvers or just go for a leisurely joyride. Features real-time computational fluid dynamics and photo-realistic, 3-D landscapes. Specialized cockpit and five exterior cameras let you control flight views and perspectives. Plus much more!

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VIRGIN INTERACTIVE
THE 11th HOUR
The sequel to The Seventh Guest. Be a part of a compelling, suspenseful interactive drama, featuring first-rate actors and an all-new musical score. Three CD's worth of game play and over thirty diverse puzzles.

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COMMAND & CONQUER
Welcome to the new world order. A frightening hyper-real world where electronic assaults and guerrilla warfare are the weapons of choice in an all-out race for global control.

PC CD-ROM **$54.99**

VIRGIN INTERACTIVE
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Explore every era, every historical moment and every move that made the NFL what it is today. Learn more about the teams and players, explore strategic trends that shaped today's monster defenses and follow the expansion of the NFL to its current level of popularity.

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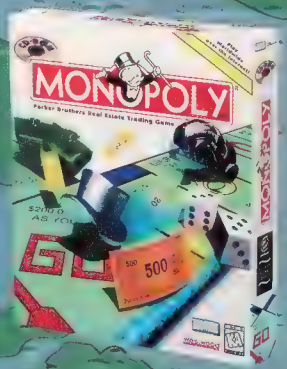
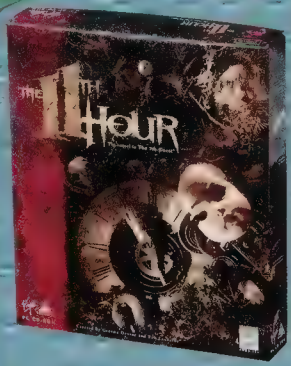
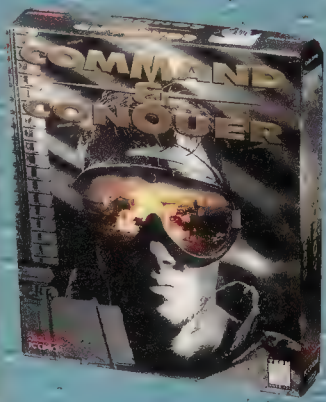
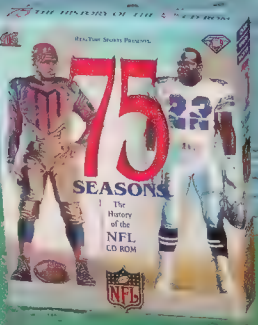
VIRGIN INTERACTIVE
NFL YEARBOOK
This interactive annual yearbook will keep sports fans returning season after season. Players will team up with veteran NFL quarterback, Superbowl champion and NBC Sports football analyst Phil Simms, as he guides them through the interactive world of the NFL.

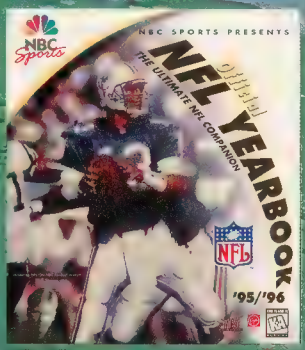
WINDOWS CD-ROM **$27.99**











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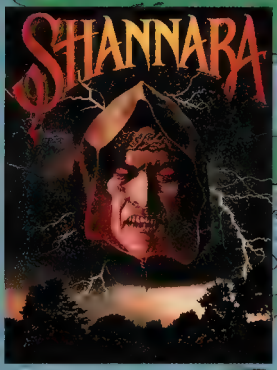

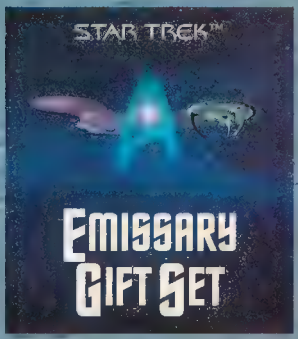

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The Baywatch™ Companion brings the hit TV series to your computer screen. This CD-ROM's array of multi-media features includes live-action video clips; a Trivia Bank including 100 trivia questions; information about being a lifeguard; a romance video collection; an episode listing with credits that hyper-link directly to video clips; a calendar; a print shop; screensavers, more!

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MARTIAN CHRONICLES

Based on the most popular science fiction book of all time, Ray Bradbury's Martian Chronicles CD-ROM is an adventure that transports you directly to Mars. Once there, you embark on an exploration of the planet to uncover the secrets of the extinction of the Martians. Your discoveries could determine the future of Earth!

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This elegant gift set is a software and multiple-media extravaganza sure to delight any PC-equipped Star Trek fan. The set includes: The Next Generation Interactive Technical Manual, The Deep Space 9 Holosuite Missions, The Conversational Klingon, and The Deep Space 9 Emissary

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Welcome to Descent—30 levels of the most stomach-churning action game ever. Featuring true 3-D worlds with light source shading, texture mapping, 3-D morphing, directional sound effects and sizzling music.
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Classic Interplay titles at a classic price. Included are Castles, Classic 5, Lord of the Rings, Two Towers, Out of this World, Omar Sharif on Bridge DOS, Rags to Riches, Russian 6-Pak, Solitaire for Windows, The Lost Vikings, Typing for Today.
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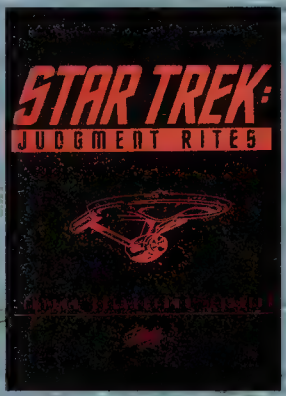

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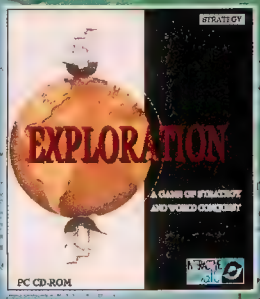

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EXPLORATION
Exploration is a game of strategy and world conquest. With incredible depth of play. Exploration challenges you to seek fame and fortune as you embark on an expedition to uncharted New Worlds. Choose your crew, equip your ship and buy commodities to fund your expedition.

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INTERACTIVE MAGIC
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Capitalism, the new business strategy game from Interactive Magic, challenges you to build your own financial empire from the ground up. Test your ability to compete, raise prices, cut supply, create demand. Play the stock market and control the world!

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INTERACTIVE MAGIC
STAR RANGERS
Members of the Intergalactic Border Patrol, the Star Rangers, must defend the outer reaches of deep space from alien invasion. Startling SVGA graphics produce eye-opening explosions and realistic flight model dynamics.

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INTERACTIVE MAGIC
APACHE
Apache is a realistic flight simulation of the U.S. Army AH-64D Apache Longhow Helicopter. This is the first PC-CD-ROM game to use new 3D visual technology optimized to provide unprecedented detail at low altitude. The quick start free-for-all arcade mode allows players to jump right into the action. Also includes multiplayer combat action via network and modem.

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CAPCOM
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Dr. Light's Final Creation, Mega Man X, understood it was up to him to be the ultimate Maverick Hunter. With help from Lights lab enhancements and Cain's countermeasure named Zero, Mega ManX has begun to end Sigma's threat and fulfill Dr. Light's directives.

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The company that set the standards in street fighting is proud to present the #1 arcade game of all time for PC CD-ROM. Super Street Fighter II is the latest addition to the popular Street Fighter II series.

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The heavy metal adventure game, guest-starring Mark Hamill and combining motorcycles, mayhem and murder.

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CD-ROM Entertainment

SIMON & SCHUSTER
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All the characters, creatures and locations from every Star Trek episode, film and novel, on one voice-activated CD-ROM. Finally, Trekkies can command their own U.S.S. Enterprise! The ultimate Star Trek collectible is an interactive, voice-activated guide that allows visitors to explore the Star Trek universe.
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PHILIPS MEDIA
CRANBERRIES
Introducing the first Rainbow™ disc, one CD that will play on audio players, Mac and Windows computers, and CDI players. Hang out with the Cranberries as they share five previously unreleased tracks, concert footage, home videos, interviews, song lyrics and photos.
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PHILIPS MEDIA
BURN: CYCLE
The original cinematic adventure game, where great game play meets Bladerunner-style action. Plunge into this surreal world where many characters take you through many challenges to one shocking conclusion.
PC/MAC CD-ROM **$49.99**

PHILIPS MEDIA
CHAOS CONTROL
It's the year 2071. Only ace space pilot Jessica Darkhill has the razor-sharp reflexes, courage and composure to eliminate the savage Kesh Rhan extra-terrestrials. Your missions, as Lt. Darkhill, encompass heart-stopping battles in four distinctly different full-screen synthesized universes. Your destiny—to save the earth.
PC CD-ROM **$44.99**

PHILIPS MEDIA
THUNDER IN PARADISE
Here's your shot at Paradise, bro. You're in the middle of an action-packed adventure with your cohorts Spence (Terry "Hulk" Hogan) and Bru (Chris Lemmon). Blast your way through three mind-blowing action encounters as you attempt to rescue Spence's daughter Jessica, regain control of the M.A.J.O.R. and crush your enemy, Rampike.
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ART DATA INTERACTIVE
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Two 18-hole golf courses and eight computer opponents provide challenging play in modes from Amateur to Professional. Also, improve your game with a comprehensive training section with Nick Faldo.
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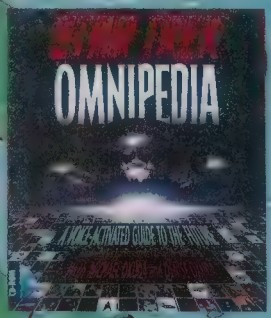
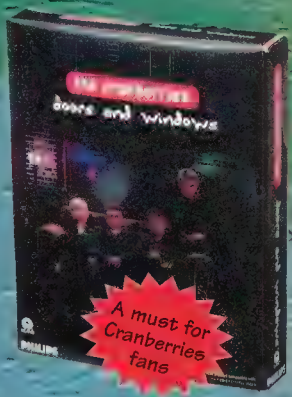
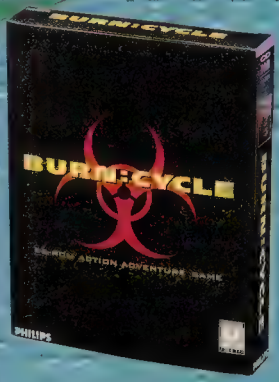
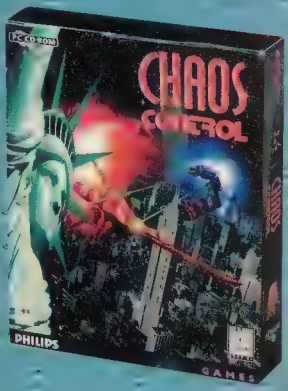
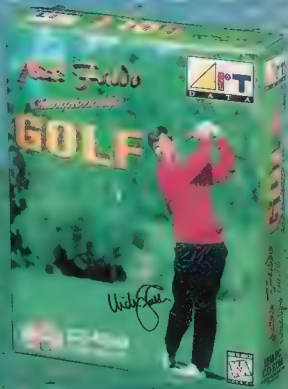




A must for Cranberries fans







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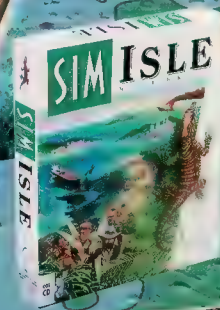

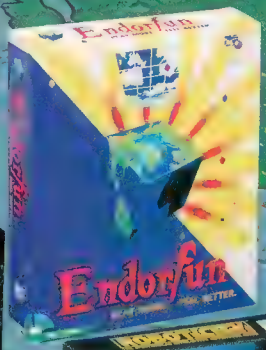

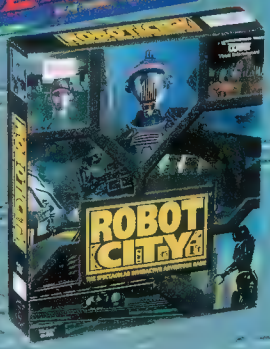

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The newest in fantasy wargaming. Players are challenged to conquer their world through resource management and battle savvy. Pitted against computer-controlled warlords, they struggle for world domination.
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Sim Isle is a simulation game that challenges you to balance economic progress with resource conservation in a rich island rain forest. You send your own team to deal with the competing interests of villagers, terrorists, poachers, movie makers and tourists.
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All-new Hardball 5 puts you twice as close to the action. With more new gameplay and the best stats ever, it's the ultimate baseball simulation—in a league by itself!
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D!MATCH
Play these 500 new levels of Doom for the best challenge yet! D!Match includes new layouts, maps and a Doom interface that are perfect for all players.
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WIZARD WORKS
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A collection of 1000 all-new levels, utilities, sounds, music, and graphic add-ons. Change skill levels, challenge another player, automatically update, sort, configure your machine, mouse, screen, more!
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TIME WARNER INTERACTIVE
ENDORFUN
From the producer of Tetris™, Endorfun is an arcade-style puzzle game. First-timers and hardcore gamers alike will love this strategy with music combo.
MPC/MAC CD-ROM **$29.99**

WARNER ACTIVE
PANIC IN THE PARK
This mystery/adventure game is reminiscent of '50's serial thrillers. Interact with park employees and save the park. With more than 200 different outcomes, this game offers a new challenge each time it's played.
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BYRON PREISS
ROBOT CITY
On a distant planet, an experiment has gone wrong. The player's weapons are his intellect and his knowledge of Asimov's Three Laws as he embarks on an interactive adventure to solve a murder.
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A sophisticated combat simulation/adventure game. Create strategies, see the largest space station ever in a computer game. The Last Dynasty is the perfect blend of action, simulation and adventure.
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SIERRA
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Enter a frighteningly-believable adventure. Starting as a dream, horror unfolds in gripping chapters on seven CDs. Dazzling 3-D graphics with a built-in hint option. Lush realism and a haunting soundtrack.
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TROPHY BASS
Trophy Bass delivers lifelike action with this photo-realistic simulation of bass fishing, including weather conditions, equipment selection, special techniques and more. You'll feel as if you're at the local hot spot!
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SIERRA
COMMAND: ACES of the DEEP
You command a WWII German submarine stalking the seas. Thrill to the arcade-style action of the new deck gun, and enjoy the historically-accurate game play that earned AOD "Simulation Game of the Year" honors.
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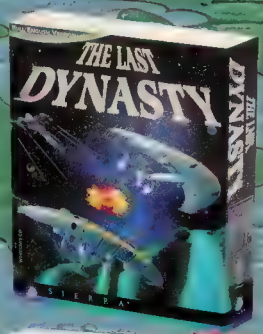
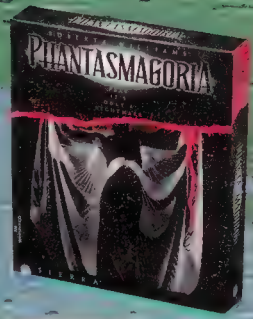
SIERRA
FOOTBALL PRO '96
The highest-rated Football game by *Computer Gaming World* three years running is back! Realistic SVGA player animations and easy-to-use Windows interface make this the most realistic football game available.
WIN/MAC CD **$54.99**

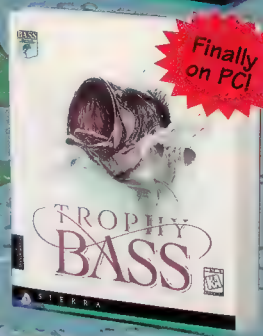
3-D PINBALL
Better bolt down your monitor and fasten your seatbelt if you like to tilt! Realistic 3-D graphics bring you up close and personal with the pinball!
WIN CD **$24.99**

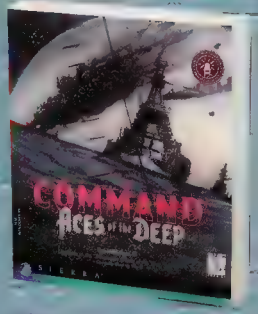
SIERRA
CAESAR II
Caesar II takes an award-winning game and gives it a brand new life: knockout graphics, a streamlined interface, and expanded 3-D Roman city-building. The best of simulation ... and more!
PC CD-ROM **$54.99**

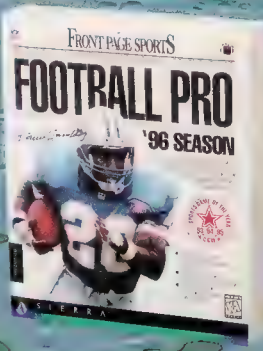
SIERRA
THE BEAST WITHIN
This is the sequel to the critically-acclaimed *Gabriel Knight: Sins of the Father*. Now we find Schattenjägger (Shadow Hunter), Gabriel and his assistant deeply embroiled in a murder mystery that unravels half a world away.
WINDOWS CD **$52.99**











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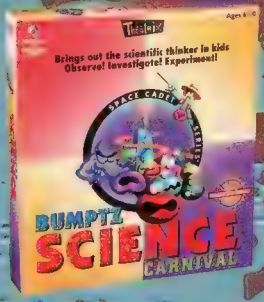

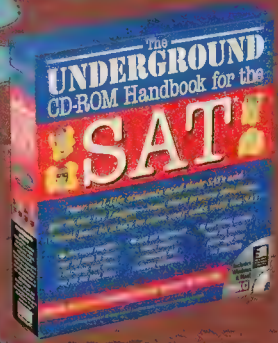

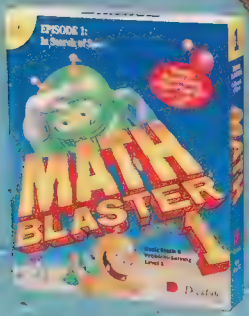

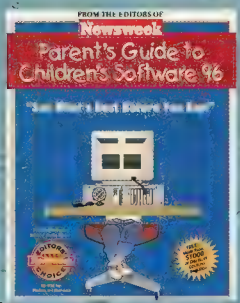

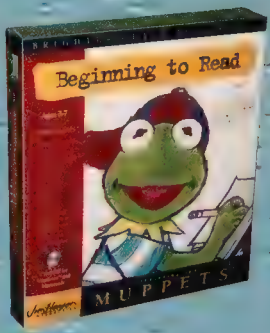

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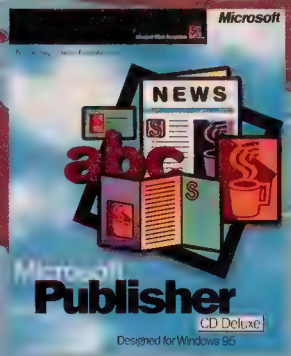

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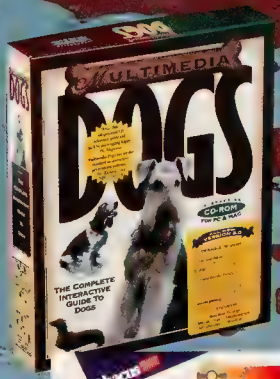

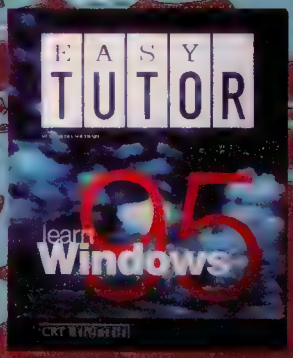

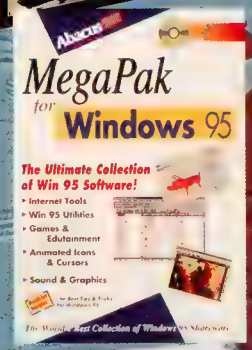

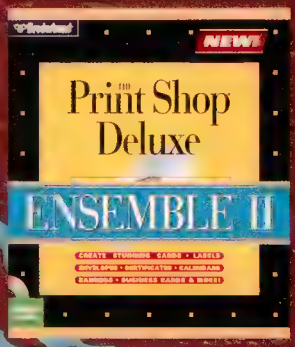

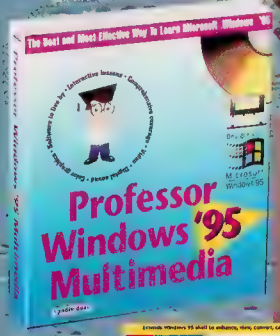

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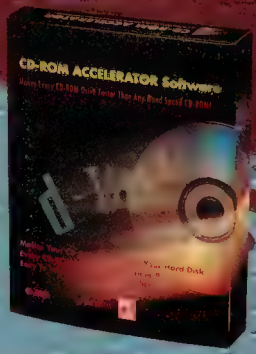

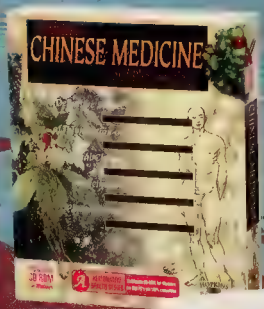

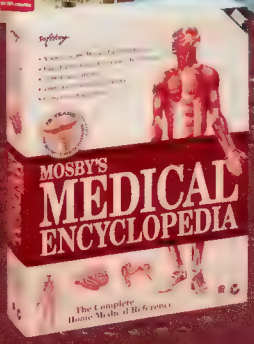

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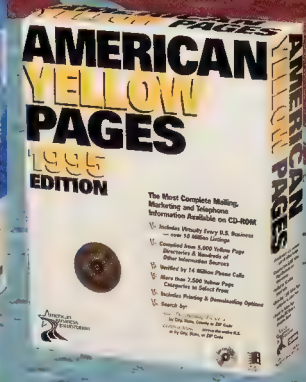

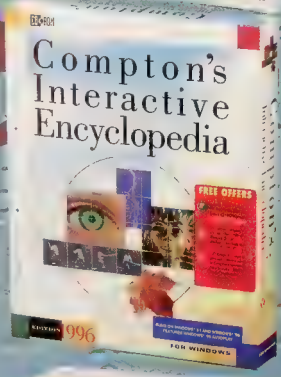

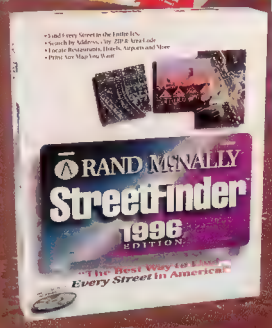

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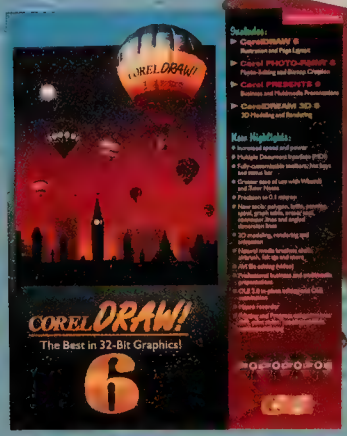

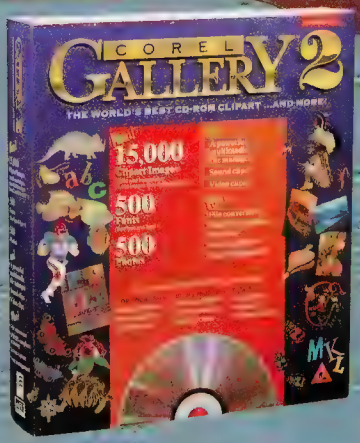

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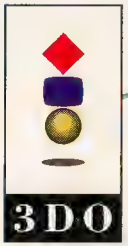

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The millennium. A portal is opened. The chain of time is broken. A young man is transported into the past, altering the course of history and the outcome of the future. He has to find his way home after traveling to the outer edges of time to mend the dangerous ripple.
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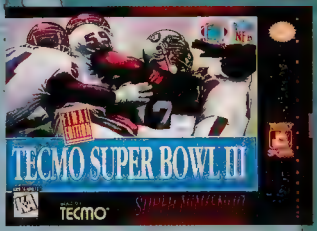
Video Games



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With incredible displays of eyelaser, ice lances, wind kicks and laser blades, these fearless fighters prove their battle prowess. But if you lose, it's hero to zero!
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Help Yoshi save Baby Mario from the evil MagiKoopa! Sixteen Mb of memory take you through six worlds—each with eight stages. Powerful morphmation special effects, huge characters and even bigger bosses make Yoshi's Island one awesome game!
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Wario discovers a huge treasure is really a trap, sending him to new adventures in an underground world.
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VIRTUAL BOY
Virtual Boy revolutionizes the video game experience. The 32-bit game system features high speed RISC processing, high resolution, authentic 3-D images and full range digital stereo sound.
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WILLIAMS ENTERTAINMENT
DOOM
That screaming you hear?? Obviously it's the hordes of 16-bit players crying out for the hottest game ever: Doom. It's the PC phenomenon that's taken the world by storm and now Super NES has it in all its blazing glory. It's all-out war against evil. And the only thing standing between Hell and the end of everything is one angry Marine with a shotgun and a bad attitude.
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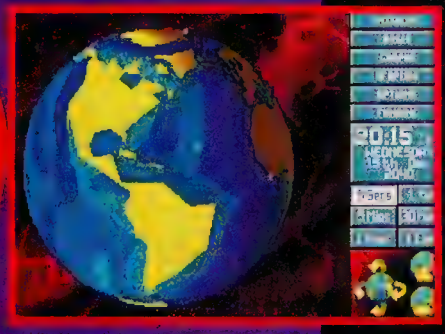
X-COM TERROR OF THE DEEP



X-Com: Terror of the Deep is the latest computer port for the PlayStation. Under the rehashed guise of aliens destroying mankind, is a complex strategy game that will test players' minds instead of their reflexes.

The main focus of the game lies heavily on building up bases deep underwater. Players must use these to keep the enemy forces at bay. Combat takes place in phases with the humans and aliens each taking turns. Each side has its own abilities, and it's up to you, the player, to figure out ways to get around what your opponent is doing.

X-Com: Terror of the Deep will eventually send you on missions that span the world. At times the fight will take place on the surface. Sometimes you will discover alien technology after winning a battle. You must build up your forces in order to save mankind.

If strategy is your thing, X-Com: Terror of the Deep will give you the fight of your life.

PlayStation owners will get a heavy dose of strategy with X-Com: TOD.

SYSTEM	RELEASE DATE
PlayStation	December
	THEME: Strategy
PUBLISHER: Microprose	SIZE: CD-ROM
PLAYERS: 1	% DONE: N/A

SCOOBY DOO MYSTERY

Hasbro is a cartoon kind. Another Scooby Doo game is on the way—this time on the Super NES.

Unlike the Genesis version, which was more of a puzzle game, this cart includes some action elements.

Scooby can use his snout to sniff out clues, and Shaggy can use weapons found throughout each mystery.

Scooby-Doo Mystery has a bunch of brainteasers that'll puzzle the most hardened sleuth. The graphics are just like the show and the music really creates an eerie mood. It even has Shaggy and Scooby talking in key segments. If you enjoy the show, it's a sure bet you'll like it.

PUBLISHER	SYSTEM	RELEASE DATE
Acclaim	SNES	November
THEME: Action	PLAYERS: 1	SIZE: 16Meg
		% COMPLETE: 100%

BRUTAL.

You're Dead Meat!

Standing naked on a glacier, munching on tribesmen, you sense that something really *bad* is coming. Suddenly, a claw-happy raptor comes screamin' out of nowhere to slice and dice you into gorilla cold cuts. Before he can rip your face off, you nail the lizard breath with a crushing brain bash. Just another day.

It's Primal Rage.

With all the flesh-ripping fighting moves, action and fatalities that made the arcade hit #1. It's new. It's different. It has Flying Butt Slams and Farts of Fury. Deadly multiple combos to pound your opponents into submission. Unbelievably realistic character animations. And of course, Power Pukes, Gut Gougers, and Face Rippers.

Primal Rage. For Sega™ Genesis,™ Super NES,® Game Gear™ GameBoy,® and PC CD-ROM.

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Urth Shaking Carnage!

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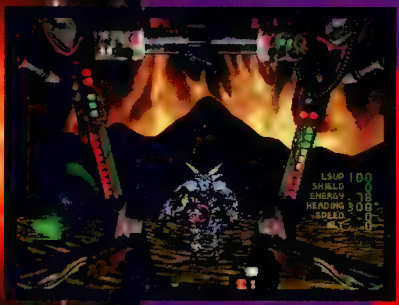
PROT'OS



GHEN WAR

Sega has been working on a type of mech combat game for the Saturn for a while now and it is nearing completion.

Ghen War puts you in control of a machine that resembles the power loader from Aliens. It has a number of nasty weapons and can even achieve flight. All sorts of enemies (all 3-D rendered) await in the many levels.

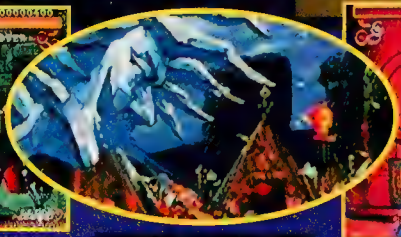
One element that adds to the visual effects of Ghen War is the ability to blow holes in nearly everything. If you shoot a mountain, there will be a small avalanche. If you battle in a city, the buildings will be torn apart by your gunfire.

Another neat feature is that you can actually enter the building for some Doom-style gameplay.

Sega has pulled out all the stops for this one, and work on it should be finishing up soon.

PUBLISHER	SYSTEM	RELEASE DATE
Sega		December
THEME	**PLAYERS**	**SIZE** / **% COMPLETE**
Action	1	CD-ROM / N/A

GOLDEN AXE the DUEL



Sega is currently considering releasing this game in the States sometime in 1996. This installment in the popular saga breaks away from the side-scrolling theme that its predecessors featured in favor of one-on-one fighting action.

Golden Axe the Duel plays like Street Fighter II. In fact, Kain Blade is just like Ryu, complete with Dragon Punch and Fireball.

The graphics and animation are the best seen on the Saturn. You'll see lots of familiar faces from the Golden Axe series. Let's hope it does come out

SYSTEM	RELEASE DATE
	1996
PUBLISHER	**THEME** / **SIZE**
Sega	Fighting / CD-ROM
PLAYERS	**% DONE**
1	N/A

SHINOBI™ LEGIONS

Blood Is Thicker Than Water.

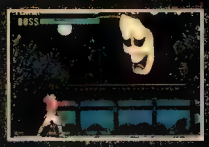
Sho & twin brother Kazuma don't think so.

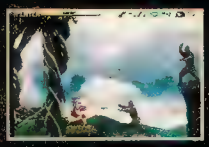
Kazuma's got a vendetta against him, and has made arrangements with several mercenaries to wipe him off the face of this earth. A bit bitter you say...

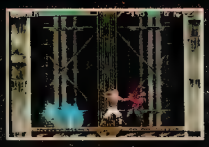
Obviously someone wasn't treated right when they were growing up.

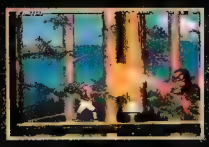
Sometimes you just can't depend on family.

TEEN T AGES 13+









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PROTOS

Agile Warrior F-111X

With the PlayStation's vast abilities being shown with every new CD, it was only a matter of time before a barrage of flight sims was to hit the system. From Air Combat to Warhawk, we've seen different styles of gameplay.

Agile Warrior is a bit more realistic in its presentation. Fly a real plane into life like scenarios. For example, you can perform bombing runs in the Middle East and take out terrorist forces. AW gives you lots of targets to shoot at, but you'll have to conserve your ammunition. Remember, realism is the key point of this game.

To keep you glued to your set, there are full-motion cinemas that brief you on your mission. (Here's a hint: Try hitting a button during the cinemas to blow up whoever is talking!)

Agile Warrior's graphics are far from the smoothest when compared to the other games we've seen. However, they are fast-flowing, and after some time, you don't notice. Of course, this game is early so that could change.

As it is, Agile Warrior looks and plays well. Let's wait and see how the finished game is. Hopefully we'll receive a finished copy. It should be decent.

PUBLISHER		SYSTEM	RELEASE DATE	
Virgin		PlayStation	November	
THEME	PLAYERS		SIZE	% COMPLETE
Sim	1		CD-ROM	70%

PORKY PIG

[illegible] haven't been tried before.

[illegible] controls pretty well, unlike Rabbit Rampage [illegible] Looney licenses.

Overall, Porky Pig's Haunted Holiday [illegible]

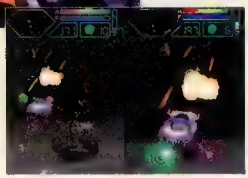
SYSTEM	RELEASE DATE
SNES	October
	THEME
	Action
PUBLISHER	SIZE
Acclaim	16-Meg
PLAYERS	% DONE
2	100%

4x4 + anarchy = canyon shredding kill fest.

It's 26 levels of car-to-car combat. Customize buffed monster-stompers with trick engines and air-grabbing jump jets.

Hate cheesy acting? Watch two trash-talkin jerks rip on the gratuitous video

With our unique, head-to-head 2 player game, grind a pal's ego into the asphalt. It's cruel. But there ain't no 2nd place.



Get a load of Off-world Interceptor Extreme™, the chaotic death-capade featuring wicked 4x4s and a blood-thirsty arsenal. Red-line across the galaxy's most intense, 32-bit texture-mapped terrain, switching on the fly between cockpit and chase view. Careful, though. Grabbing massive air could crush a kidney. Or two.

Available on the Sega Saturn™ and PlayStation™ game console.

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PROTOS

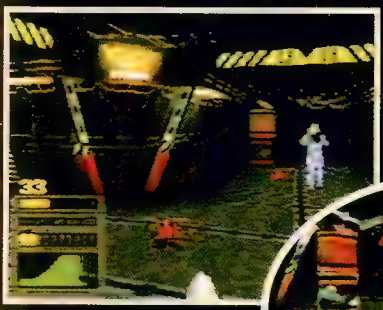
SUPER DOOM

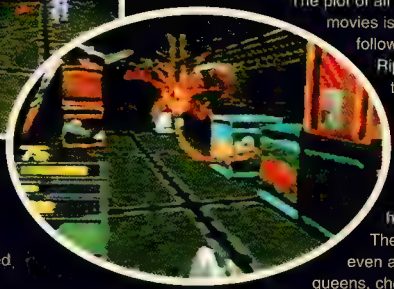
The game that has been played by nearly 10 million Doom fanatics now comes to the PlayStation. The special PlayStation edition of Doom offers new levels of breakthrough player excitement. Williams pulled out all the stops and souped it up to take full advantage of the PlayStation's technology.

The Special Edition Doom is a vast compilation of all the best weapons, enemies and Bosses from both Doom and Doom II with over 50 sweat-soaking, pulse-pounding levels. Williams kept all the original secrets, switches, triggers and areas for the gamer to explore. Also added was the new ambient lighting. Items such as torches and lit rooms now have a radiance about them and cast a glow on the walls, floors—even your weapon. The speed of the game moves at a blazing 30 frames per second, which allows for a smooth-scrolling game. Williams also gave the sound effects and music a boost with 24-channel stereo sound that makes the gamer feel as if he/she is really there. With the PlayStation's unique linking capability, gamers can play Deathmatch Mode or cooperative play against their best friend (or enemy) for hours of hellish fun. Lastly—and best of all—Special Edition contains all of the original cheat codes plus an all-new, powerful cheat Mode unique to the PlayStation edition.

SYSTEM	RELEASE DATE
PlayStation	Now
	THEME
	Doom
PUBLISHER	SIZE
Williams	CD-ROM
PLAYERS	% DONE
1-2	90%

ALIEN TRILOGY





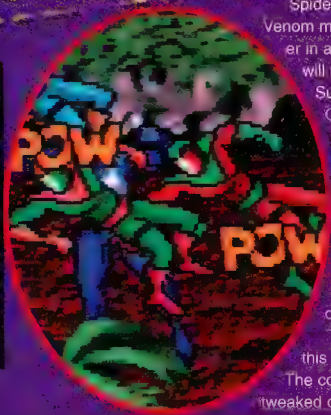
Acclaim will be using their state-of-the-art motion-capture system to create a hot new game based on the popular *Aliens* series. Dubbed Alien Trilogy, players will assume the role of Ripley as she fights off aliens on LV426. Eighteen levels await you in this new game, as they take you through each of the anxiety-ridden films. Full-motion videos bring the story alive between areas. Throughout the game you will pick up futuristic weapons that can turn vicious aliens into steaming acid puddles. Things aren't as they seem, as hidden rooms and power-ups can be found nearly everywhere.

The plot of all three movies is closely followed, with Ripley having to fend off the standard alien warriors, drones and face huggers. There are even a few queens, chest-bursters and dog aliens.

The game is in a 3-D perspective like the Jaguar game, but this one uses the capabilities of the Saturn and PlayStation to the extreme. No slow-moving bores here! This game will be one intense experience for gamers up to the challenge. This CD should appeal to anyone who enjoys the films. Acclaim has been working on this one for a long time, and it should be way cool. We will definitely give this game more coverage as soon as the news hits our ears.

SYSTEM	RELEASE DATE
	1996
	THEME
	Action
PUBLISHER	SIZE
Acclaim	CD-ROM
PLAYERS	% DONE
1	N/A

PROTOS

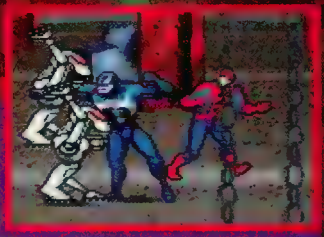


For the first time ever, Spider-Man and Venom must work together in a slugfest that will rock both your Super NES and Genesis.

Separation Anxiety is more or less a sequel to Maximum Carnage (another action game that came out last year).

The interface of this version is better. The control has been tweaked over the older engine and the animation seems a lot smoother. Play as either Spider-Man or Venom, and it is possible to have a two-player simultaneous game using both. You'll need all the help you can get, because you are instantly swarmed by thugs as soon as the game begins.

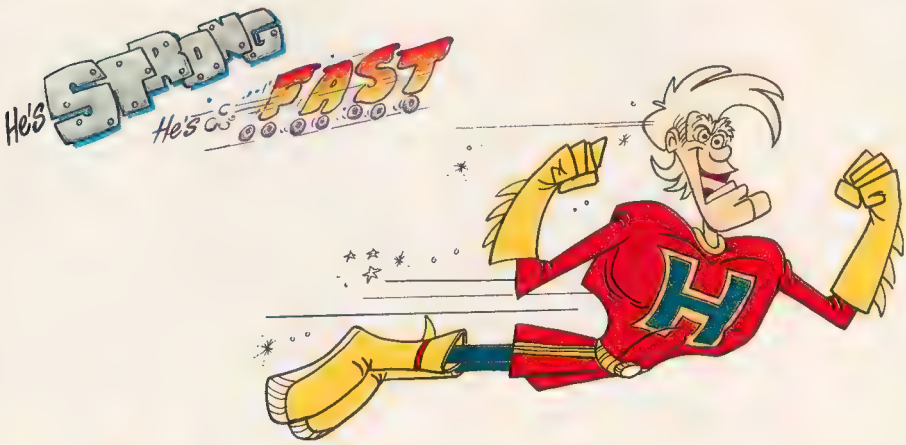
You have a variety of punches and kicks, but the main emphasis is using your web (or with Venom, his pseudopods). You can grab enemies or climb up building to obtain hidden power-ups.



The graphics are a lot cleaner than before, making for a vast improvement over Maximum Carnage, which disappointed a few fans. To top things off, Separation Anxiety has a catchy soundtrack. This looks like the Spider-Man game that fans have been waiting for.

SYSTEM	RELEASE DATE
SNES	December
	THEME
	Action
PUBLISHER	SIZE
Acclaim	N/A
PLAYERS	% DONE
1	60%

SEPARATION ANXIETY



PROTOS

KRAZY IVAN

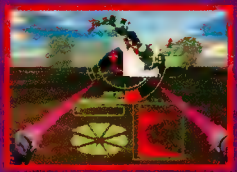
How many of you out there wish there was a mecha game that moved realistically and had lots of levels filled with eye-popping effects and relentless enemies? Well, you might just like Krazy Ivan then. Krazy Ivan is another Psygnosis title that is close to completion. So far it looks phenomenal. It's totally smooth and gives all the other mech combat games a run for their money.

Krazy Ivan allows players to fight in giant armored mechs. Each one is armed with an assortment of deadly weapons that range from missiles to gatling rifles. You can blast away at the enemies, but keep it up too long and your systems will overheat. Not a good thing... on the mech that was playable, there were six different weapons systems. The visual effects for each one are really cool. Think special effects. They explode in spectacular technicolor life.

Krazy Ivan features missions from around the world. Tackle the tundra of Russia or the plains of the good ol' USA. Since this CD has so many areas to battle, you won't get bored in the Two-player Mode.

Yes, this is one of the first games that will link two PlayStations. Play this way and you'll be drooling and dreary-eyed from playing until three in the morning.

The whole concept of Krazy Ivan has to be appealing to all the Battletech fans out there.



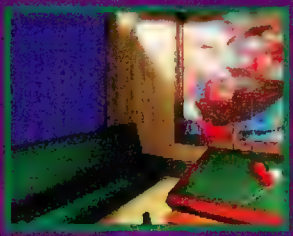
This CD comes closer than the official licensed games to the all-out spirit and adventure of mecha fighting. This will be a PlayStation game to look for. Hopefully we'll be seeing an update on this one. If you love mech games, Krazy Ivan is for you.

SYSTEM	RELEASE DATE
PlayStation	January '96
	THEME
	Action
PUBLISHER	SIZE
Psygnosis	CD-ROM
PLAYERS	% DONE
2	60%

Mansion of the Hidden Souls

This will probably remind you of an old Sega CD game with a similar title. MOTHS is a game along similar lines to The 7th Guest. You are in a haunted house where specters help you solve puzzles and evade danger.

Explore every detailed room for clues. Some will help, others will mislead. Mansion of the Lost Souls is perfect for anyone who thinks they have a knack for solving mysteries.



You don't have free reign to explore the mansion. Instead, you move along on what feel like a track. You can't go wherever you want in each room. While you may not have total freedom, you may find yourself drawn into its mysteries. MOTHS is a very long adventure. Its eerie mood and confounding traps will have you leaving the lights on at night.

SYSTEM	RELEASE DATE
	[illegible]
	THEME
	[illegible]
PUBLISHER	SIZE
Sega	[illegible]
PLAYERS	% DONE
[illegible]	[illegible]

another hilarious character from our **fun & games** dept.

There's only one Hyperman™ (Thank heaven!) on CD-ROM, and only you can help him save the world. You'll solve puzzles, outwit an evil alien, and maybe even learn some science along the way. Cool. Check out Hyperman on the Internet at http://www.cdrom.ibm.com. To order, visit your local retailer or call 1 800 426-7235 (source code 5201).

IBM.

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PROTOS WOLFENSTEIN 3D

You're probably saying to yourself, "Oh, no. Not another Wolfenstein..." The latest translation of this title is for the 3DO. It contains the usual complement of first-person thrills you've come to expect.

You are on a mission through Nazi strongholds, and in order to make it out unscathed, you have to shoot every living thing that crosses your path. To aid you there are health packs and ammunition scattered about.

The graphics move smoothly and the audio is good. If you've played Wolfenstein 3D on any of the other formats (except for the butchered Super NES cart), it is more of the same.

SYSTEM	RELEASE DATE
3DO	October
	THEME: Shooting
PUBLISHER: Interplay	SIZE: CD-ROM
PLAYERS: 1	% DONE: 100%

WORMS

Ocean has a brand-new strategy game that pits armies of worms against each other in a battle of attrition.

Worms will be turn-based, so players will have a chance to plot their movements. Up to four platoons of four worms each take to the battlefield. Each one has a variety of weapons at its disposal, and you'll probably need them all if you're going to nuke the opposition. The wars rage over a multitude of zones. There are futuristic levels as well as fantasy—even a psychedelic '70s level.

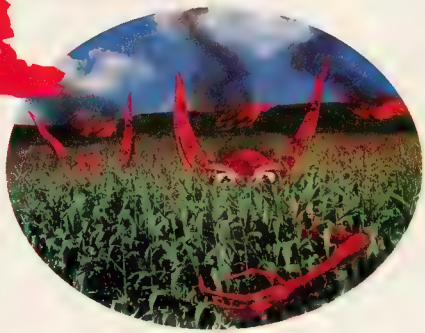
There will be plenty of options. You can name your worms and even celebrate their birthdays! Play alone or as part of a team. There will be lots of variables to keep Worms fresh. (Mmmm!)

Worms is really early right now, and we've yet to see it in motion. How it plays or how well it animates is something we can only guess on. EGM will have more info as it comes in.

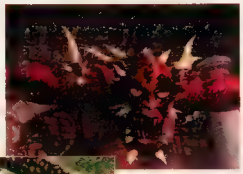
SYSTEM	RELEASE DATE
PlayStation	1st Qtr. '96
	THEME: Adv./Puz.
PUBLISHER: Ocean	SIZE: CD-ROM
PLAYERS: 1-2	% DONE: N/A

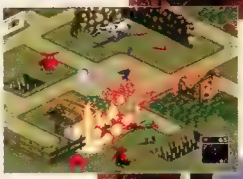
* IBM PC screen shots shown. PlayStation and Saturn versions will be available by early '96.

Build it. And they will come. Then you can kill them.



Critically acclaimed by everyone and their grandmother. Maybe it's the cool 3D characters or texture-mapped backgrounds. Maybe not.





You're overrun by mobs of ravenous Hordlings, each blessed with huge, colon-blasting appetites.

35 minutes of video explains how piss-boy Chauncey saves the King and is rewarded with the old man's Grumthwacker (It's a sword).

Forget about fields of dreams. With The Horde™, it's more like little slaughter-house on the prairie. See, we've injected arcade-style, **belly-slitting** fun into that sleepy-ass commune you call home. And between digging **death pits** and hiring archers, enjoy some serious, gut-popping swordplay. 'Cause man, these neighbors really **bite**!

(Game Pro 100 * review)

Graphics	Sound	Control	Fun Factor
4.7	4.5	4.5	4.5

Available on Sega Saturn™.

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WING ARMS

Sega has an eye-popping aerial combat game that should really turn some heads. It's called Wing Arms and it looks fantastic.

You're thrust into the cockpit of some of the deadliest planes in history—locked, loaded and ready to kick butt.

Wing Arms uses texture-mapped polygons to generate missions that look very realistic. The Saturn hardware is really put to the test with this one. The world scrolls smoothly and there are some impressive effects, like the tracers of your missiles.

Wing Arms allows you to change your perspective as well. So if you don't like the cockpit view, you can switch to an exterior shot. If you are really bizarre, play with your plane flying at you.

There are many types of missions, from hit-and-runs on aircraft carriers to mid-air dogfights. Each has its own challenges so you'll have to use your head when deciding which plane to use. It can mean the difference between life and death.

After some hands-on playing, you'll find yourself having fun with this one. The flight engine may not be the most realistic, but it does play pretty well. The visuals are among the best seen on the Saturn. This is one of the better Saturn games.

Take to the skies in Sega's newest flying shooter. With multiple perspectives and tons of enemies to shoot down, you won't be bored!

PUBLISHER		SYSTEM	RELEASE DATE	
Sega			January '96	
THEME	PLAYERS		SIZE	% COMPLETE
Flying	1			50%

SNATCHER

Konami has a cyberpunk thriller called Snatcher on the way to the PlayStation. If it sounds familiar, it should. Snatcher made a splash over seas on the PC Super CD and here on the Sega CD.

Snatcher is a futur- [illegible] adventure where danger and intrigue [illegible] at every every corner.

Konami really put a lot into this game. The graphic detail has been improved over previous versions with lots of obvious color enhancements.

If you want a complex story, Snatcher's got it. The plot has more twists than a small intestine. You can interact extensively with nearly every one you meet.

This CD will really test your detective skills as you'll have to piece together clues, do some research and sometimes fight for your life. Snatcher is a real experience.

PROT'OS

SYSTEM	RELEASE DATE
PlayStation	November
	THEME
	Adventure
PUBLISHER	SIZE
Konami	CD-ROM
PLAYERS	% DONE
1	80%

Time is a relationship that we have with the universe...

Peace is measured by defense conditions...

DEFCON 5™

PROTOS

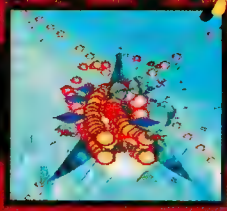
NOVA STORM

While full-motion video games aren't all that hot, this one does have some merit.

Psygnosis is working on converting this one over to the PlayStation. Using the system's abilities, the video backdrop is colorful without a hint of the dithering that plagued FMV games of the past.

The game scrolls much the same way as Microcosm, and it plays like it as well. The FMV cinemas are among the best ever seen (although Philosoma still takes the cake).

Nova Storm is loaded with power-ups from beginning to end, although it's easy to lose your ship in gunfire.

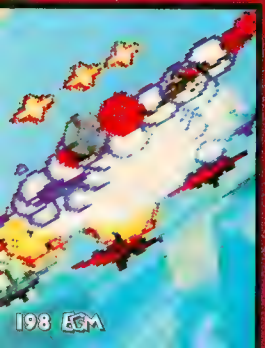


The game itself is huge. There are two CDs worth of worlds, each teeming with lots of mindless drones to blast. Each world has its own hazards from fiery sprays of lava to rock-hard walls.

At the end of each area, a giant rendered Boss awaits. They look pretty neat but can get cheap with their hits once in a while. Still, they are better than the cheesy pixels we're used to.

Nova Storm uses full-motion video backgrounds to propel you right into the middle of the action.

Whether or not you'll like Nova Storm really depends on if you like shooters or not. Nova Storm has its fair share of PlayStation special effects. Oh yes, there was a version of this game on the 3DO. This game is pretty much the same. If you want a simple shooter that's not too intense, Nova Storm should wet your whistle.



SYSTEM	RELEASE DATE
PlayStation	October
	THEME
	[illegible]
PUBLISHER	SIZE
Psygnosis	CD-ROM
PLAYERS	% DONE
[illegible]	100%

Assault Rigs

PROTOS

Next Wave

Psygnosis' futuristic tank thriller is close to completion. Since we only had cinemas to show you before, we thought you'd like to see some actual game shots.

After some hands-on play, the first thing you'll notice is how "clean" everything looks. The arenas resemble the light-cycle sequences from Tron and are made up of multiple rooms. Everything scales and scrolls smoothly. You will *not* see any distortion.

You get your choice of three tanks that look really powerful. They handle like they are on ice. They're hover tanks, so they take some getting used to. As to be expected, there are different types of opponents to be found in the labyrinth-like corridors. This one should be found with multiple players, as playing alone was a little tedious.

This version is still early, and it is probably being tweaked even as you read this. Psygnosis has proved that they can make top-notch games for the PlayStation, so this one should be really awesome when it comes to store shelves. Let's wait and see how this one turns out.

PUBLISHER	SYSTEM	RELEASE DATE
Sega	PlayStation	[illegible]
THEME	PLAYERS	SIZE	% COMPLETE
[illegible]	[illegible]	[illegible]	60%

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RIDGE RACER REVOLUTION

Ridge Racer, perhaps the best racing simulation for the Sony PlayStation, is flying off the shelves as we write this. Little do these unsuspecting software buyers know that the sequel, tentatively titled Ridge Racer Revolution, is being readied for a December release in Japan. Presently (late September), the game is only about 30 percent done but as the screen shots show, it looks hot and is taking shape very quickly.

Also, this is not a translation of the arcade Ridge Racer 2. We were told that to put the game in perspective, this could almost be called RR 2.5 as Namco has gone beyond the modest upgrade that was done from RR to RR2.

New to this version is a new mode of play. In Free Run, the player will get to pick the course (there is more than one in this version) and have a free run at it. This is available so that the player can get used to the course. In addition, there is a one-on-one race with the computer and also a time trial scenario (storable on the memory card).

We also have been told that the black car will be back, so look for an even harder opponent in this version.

Of course, this game will be compatible with Namco's Japanese Nejcom racing controller. (Come on Namco, bring it out in the States!) There will be the option to link up two PlayStations (and two monitors) to go one-on-one with your friend!

SYSTEM	RELEASE DATE
PlayStation	Dec./Japan
	THEME
	Racing
PUBLISHER	SIZE
Namco of Japan	CD-ROM
PLAYERS	% DONE
1-2	50%

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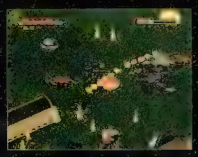

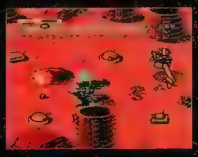

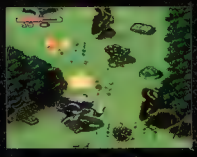

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PROTOS

Hang On GP '95

Old games don't die, they just reappear later on new systems. We got to play a new Saturn version of Hang On while in Japan and this game rocks! The geometry wasn't perfect yet, but expect the best cycle racing ever. It's not officially on the U.S. schedule yet.

PUBLISHER	SYSTEM	RELEASE DATE
Sega of Japan		Now Japan

THEME	PLAYERS	SIZE	% COMPLETE
Racing	1	CD-ROM	80%

Project Overkill

Again, when you want something, go to England! Project Overkill is an intense military killing mission game set in a 3/4 overhead perspective featuring blood, blood and more blood. All of the characters will be rendered in both the Saturn and the PlayStation versions, which will make the game seem even more realistic. The only things missing are the close-up slow-mo effects of the enemy being killed.

We've been told that there will be four characters, over 50 missions and more than 20 different ways of killing the enemy.

As you can see from the picture, Konami has held nothing back in this gore fest. It's coming out in early 1996.

PUBLISHER	SYSTEM	RELEASE DATE
Konami England	PlayStation	1996

THEME	PLAYERS	SIZE	% COMPLETE
Shooting	1	CD-ROM	30%

BATTLE ARENA TOHSHINDEN 2

It should come as no surprise that Takara of Japan is working on a sequel to their popular PlayStation fighting game. What caught us by surprise when we were in Japan asking about the game was the fact that it would be coming out in the arcades! And not by Takara but by Capcom of Japan. (Hmmm...can't do another SF2 game so they decide to do somebody else's fighting game?) Then before we could ask another question they said the PlayStation version would be coming out *after* the arcade game (which was nearly done).

As far as new items, Takara is planning on adding three new characters bringing the total up to 11, a new Boss character and a new feature translated as an "overdrive gauge."

The polygon graphics have been tremendously improved. The developer stated that in this version to have the best 3-D effect, they will be paying a lot of attention to the lighting and the shadows to enhance the 3-D element even further.

SYSTEM	RELEASE DATE
PlayStation	December

THEME	PUBLISHER	SIZE
Fighting	Takara of Japan	CD-ROM

PLAYERS	% DONE
1	40%

RAYMAN

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PROTOS

Give & Go

We knew that Konami was working on a hot new buckets game (translated from their Run and Gun arcade hoops game), but the U.S. office is so tight-lipped about it that you'd think it was a national secret. No problem—we went to England and played the game!

The Super NES version will feature 27 NBA teams (the Raptors and the Grizzlies will be in the PlayStation version), and the game will be fully four-player compatible (with Multitap). It also features Mode 4 scrolling (where you can optionally view the action from behind your own basket) and we've been told that there will be play-by-play commentary. Hopefully this voice will be able to keep up with the fast and furious action we liked, once we got used to the new perspective. What we really liked though, was the Arcade and Exhibition Modes. In these modes we could play through the whole NBA season all the way to the Playoffs and beyond!

Not happy with the normal teams, after a quick scan of the Options Menu, we discovered few All-star teams to try. Not bad! With a little tweaking this could be number one!

SYSTEM	RELEASE DATE
SNES	November
THEME	Sports
PUBLISHER	SIZE
Konami	CD-ROM
PLAYERS	% DONE
1-4	95%

STREET FIGHTER: ANIME

We just got in a couple of screens for a new Street Fighter game. The working title is Street Fighter 2 Movie and we believe that this game will be loosely based on the animated movie that was released in Japan. Some of the familiar characters, like Ryu, will be in the game along with a Shadow Loo cyborg. The Special Attack Bar, which fills up whenever you perform a special attack such as a Dragon Punch (similar to the one in SSF2), is in the game as are statistic screens with profiles on the characters. Little information is available at the moment. Since it is tentatively scheduled for a November release in Japan, we should be able to get more info soon.

PUBLISHER	SYSTEM	RELEASE DATE
Capcom Japan	PlayStation	Dec./Japan
THEME / PLAYERS		SIZE / % COMPLETE
Action / 1		CD-ROM / N/A

TENKA

Here's an **EGM** exclusive! While our editors were cruising through ECTS in London, they stumbled into an ultra highly rendered PlayStation version of a new Doom-type game from Psygnosis. This is so hush-hush that the U.S. guys won't talk about it and the Brits just kind of smiled as we snapped a few pictures. Based on their reputation for making the most exciting PSX games around, this could be the one to watch in '96!

PUBLISHER	SYSTEM	RELEASE DATE
Psygnosis England	PlayStation	'96
THEME / PLAYERS		SIZE / % COMPLETE
Doom / 1		CD-ROM / N/A

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Next Wave

PROTOS

Take to the skies in JVC's newest flight-sim game. Featuring intense aerial combat, players can now pilot an F-16, MiG-29 or even the Stealth Bomber. The Saturn disc is packed with tons of different missions that take you over jungles, your home aircraft carrier or a futuristic cityscape. You will be able to test your reactions with quick turns, airbreaks and horizontal spins.

Best of all, when we tested an early version of the game in England, it was quick! The action was fast and furious plus the computer-rendered backgrounds were quite realistic. JVC claims to have a Multi-player Mode, but that wasn't up and running at the time of our test.

DEADLY SKIES

SYSTEM	RELEASE DATE
	December
	THEME
	Flight
PUBLISHER	SIZE
N/A	CD-ROM
PLAYERS	% DONE
1	70%

IN THE ZONE

In addition to Give and Go for the Super NES, Konami is also working on a PlayStation basketball title. All we were able to see was a tape of some of the action, and as revolutionary as the Super NES version was, the PlayStation game was that much better. Everything is drawn with 3-D polygons and the players' movements seemed to be some of the smoothest we've seen to date.

But looks can be deceiving, and since we have yet to be able to play *any* of the various companies' polygon sports games, the verdict is still out as to whether polygons are the wave of the future.

Anyway, all 29 NBA teams will be in this game. Konami did get the NBA license for all of the teams and all of the players, so they seem to mean business. They also promise to have "dramatic" camera angles and "incredible" zooming effects that will let you see the gameplay from all around the court.

DEVELOPER		SYSTEM	RELEASE DATE	
Konami (Japan)		PlayStation	1996	
THEME	PLAYERS		SIZE	% COMPLETE
Sports	1+		CD-ROM	N/A

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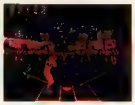
SEGA

Finally, baseball with

Nice screen shot huh?



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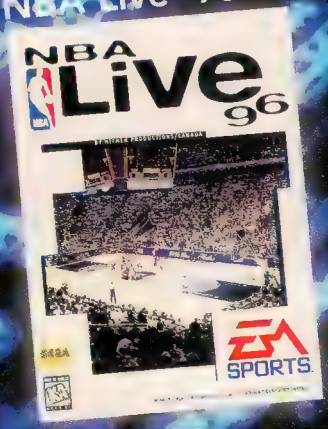
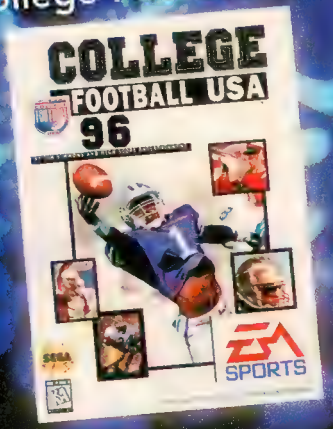


Available for Sega Genesis, Super NES*

College Football '96



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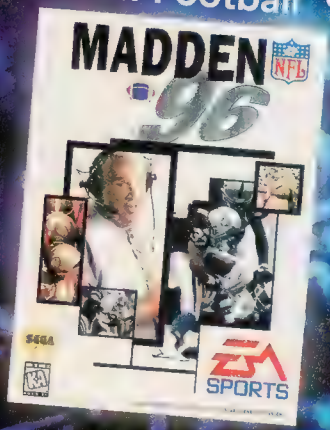

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PROTOS

DIRT DASH

Bring Sega [illegible] can do. Namco can try to do better! So, last year Sega created Sega Rally—an off-road racing game and Namco is now [illegible] ready with Dirt Dash for production.

Featuring incredible graphics thanks to Namco's Super System board, DD brings not only near perfection to the visual realism of racing, but they now have also taken the physical feel of driving to the max. Not only does this game feature tactile feedback through the steering wheel (like we had in OutRun), but the sit-down version actually bounces you left and right and up and down as you swerve around corners and drive over rocks and other debris.

In the version that we played, there are a total of five tracks (snow, town, hills, jungle and cliff) containing some of the most treacherous roads—if you want to call them that—you have ever seen. To get you through the laps, you have your choice of several vehicles. Whether it is a buggy, sports car or pick-up truck, the driving will still be the same—intense, white-knuckle, high-speed thrills.

In fact, we liked it so much editors picked DD to be the best racing game at the recent Tokyo AMMA arcade show. Now if we can only convince Namco to bring the game out over here in the States!

PUBLISHER		SYSTEM	RELEASE DATE
Namco Japan		Arcade Scene	December
THEME	PLAYERS		SIZE / % COMPLETE
Racing	1-8		N/A / 80%

PROTOS

SOUL EDGE

It's incredible! Tekken 2 has just started appearing in the arcades and Namco is already showing a near-finished version of their next fighting game, tentatively called Soul Edge. (Our non-English speaking representative kept calling it Tekken 3...but it's not.) While it shares very little with the Tekken series other than it looks and plays great, this version is all 3-D polygons (considerably more than Tekken 2).

If we had to characterize this game it would have to be compared to Namco's WeaponLord. This version takes place in the 15th century and eight fighters are battling for a mystical sword that supposedly makes its owner invincible. What really makes this game unique though, is the fact that the background changes from day to night and back again. Having weapons like long and short swords, battle axes and shields are also new and require a style of strategy different from the other types of fighting games. When playing the game, the moves are easy to learn and are performed with three buttons and a joystick. While we liked this game a lot, it still didn't have the Tekken feel, which may not appeal to all players.

PUBLISHER	SYSTEM	RELEASE DATE
Namco of Japan	Arcade Scene	December
THEME	PLAYERS	SIZE	% COMPLETE
Fighting	1-2	CD	70%

This character needs no introduction as he is well known here in the U.S. either from his TV show or from his Accolade game. In this arcade version, there are several tracks that take place in three different environments. One is an off-road dirt course and a second takes place on the highways out in the country. Of course, what would Speed Racer be without his jumping ability? The Jump button is programmed in this game along with three weapon buttons. The front-mounted saws were our favorite, and it was great watching them cut down the trees as we passed by them. Not a bad game but not the best racer at the show.

SPEED RACER

PUBLISHER	SYSTEM	RELEASE DATE
Namco of Japan	Arcade Scene	December
THEME	PLAYERS	SIZE	% COMPLETE
Racing	1	N/A	90%

TIME CRISIS

Look familiar? There have been a lot of shooter games including Sega's Virtua Cop series. It is standard fare, but again, Namco tries to go Sega one better by building in an "Action Pedal." Instead of just standing there out in the open while you reload your gun, if you release the pedal, some type of cover (walls, box, pole, etc.) pops up and you get to hide behind it. The gun also recoils which adds even more realism.

SYSTEM	RELEASE DATE
Arcade Scene	December
THEME	
Shooting	
PUBLISHER	SIZE
Namco of Japan	N/A
PLAYERS	% DONE
1-2	100%

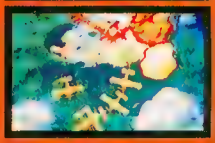
PROTOS

At every JAMMA show there is at least one surprise. Seeing a Toshinden game as an arcade machine certainly was unexpected, but seeing it in the Capcom booth was a true shock. What really did it, though, was hearing that the newest version (Battle Arena Toshinden 2) would appear as a PlayStation game after it came out in the arcades. It will be very interesting to see if—and by whom—this game will appear in the States. The specs are the same as the PlayStation game described in the International Proto section, but what hit us immediately were the phenomenal graphics in this arcade version. The characters are huge and the game plays so smoothly—nothing like the original PlayStation version. We were told that it would appear in the arcades in the November/December time frame. We'll stop in the arcades again when we are there for the Shoshinkai show.

TOSHINDEN 2

SYSTEM	RELEASE DATE
Arcade Scene	November
THEME	Fighting
PUBLISHER	Capcom Japan
SIZE	N/A
PLAYERS	1-2
% DONE	80%

19XX



Do you remember the 1941, 1942 and 1943 series of Capcom overhead vertical-scrolling shooters? They're back—now in a parallel world where WWII didn't end! The newest version is 19XX (they must have forgotten where they left off), and things haven't changed. It's more of the same with virtually no improvement in graphics, gameplay or technology. You still pilot the P38 and the weapons (like the lightning) bring back memories. Nothing new here, just plenty of good reflex-type fun. It's worth a few quarters for old time's sake.

PUBLISHER	SYSTEM	RELEASE DATE
Capcom Japan	Arcade Scene	December
THEME: Shooting	PLAYERS: 1-2	SIZE: N/A
		% COMPLETE: 80%

ROCKMAN

It had to happen. After at least 10 games on the home systems, Rockman (Megaman over here) now has his own arcade game. The plot is the same: more good robots from Dr. Light and more bad robots from Dr. Wiley. In this version the evil mech robot is also back. What makes this version unique is the fact that [illegible] play a two-player cooperative game. After struggling to try to get through the game alone, we quickly opted for the Co-op Mode that helps a lot. Will Capcom turn this into Megaman X4?

SYSTEM	RELEASE DATE
Arcade Scene	N/A
THEME	Action
PUBLISHER	Capcom Japan
SIZE	N/A
PLAYERS	1-2
% DONE	N/A

PROTOS

This is the first look at Sega's new top-secret AM2 arcade fighting game. As we exclusively reported back in the June issue of *EGM²*, Sega was encountering delays in getting Virtua Fighter 3 up and running and to keep the VF players happy, they were working on an intermediate game (VF 2.5), using the same Model 2 board, to be released at the end of the year. Here it is: Fighting Vipers!

While the game doesn't use any of the VF or VF2 characters, it does have the same VF three buttons and a joystick configuration and uses many of the same VF series-type moves. In FV, you can choose from eight characters and battle to the death in an enclosed ring. Also unique to this game is the fact that each character starts off wearing body armor.

As you take hits, sparks fly, pieces of your armor break off and your defensive ability decreases. While there isn't going to be a 'ring out' in this game, the 'wall' around the ring can be put to use as you will be able to use the wall in some of your offensive moves.

The version we played was still early and there were conflicting reports between the playable game and the literature as to what characters will be in the finished game. Presently, there are five female characters (Tokio, Jane [or Dominique], Picky, Honey [or Mu] and Grace) and three male characters (Raxel, Sanman and Bahn). Rumors abound that there might be a new Dural-type Boss at the end of this game, but nothing could be confirmed. Each of the characters looks very real, young and are dressed in modern apparel. For instance, Picky has the standard rollerblading apparel (roller blades, helmet, knee and wrist pads) and also carries a skateboard that can be used as a weapon. Also, each character has the typical bio specs in an Intro Screen. Bahn, for example has type O blood, was born on 8/25/68, is 185 cm tall and weighs 85 kg.

We were unable to get a confirmation as to whether this game will be coming to the U.S., but off the record, sources mentioned that it would, but not until 1996. When asked about a home Saturn version, again nobody would confirm the fact but they did say, "All VF games so far have been converted to Saturn." More on this as we get it.

PUBLISHER		SYSTEM	RELEASE DATE	
Sega of Japan		Arcade Scene	Japan	
THEME	PLAYERS		SIZE	% COMPLETE
Fighting	1-2		N/A	80%

FIGHTING VIPERS

PROTOS

Perhaps Sega's most visually impressive game was Virtual On: Cyber Troopers. This 3-D polygon robot animation game is being produced by AM3 and really looked hot. Slightly reminiscent of Namco's Cyber Sled, CT places you as a futuristic soldier who patrols an area, and must destroy everything in it. You are armed with a sword, beam rifle, bombs and other weapons and it is a seek-and-destroy-type game. Clean up one area and move on to the next. Since it takes place on a pseudo 3-D playfield, the game is played with two joysticks that control all of your directional movements and the various weapons.

Visually the game was probably the best at the JAMMA show. When it comes to nonstop action, this was the best. It drew constant crowds. Based on the players' reactions, it looks like Sega might have another game people will enjoy control.

SYSTEM	RELEASE DATE
Arcade Scene	November
	THEME
	[illegible]
PUBLISHER	SIZE
Sega of Japan	N/A
PLAYERS	% DONE
1-2	70%

CYBER TROOPERS

Sky TARGET

Remember the old Sega arcade and home game Afterburner? Spruce it up with modern technology, like texture-mapping and a super-powerful model 2 board, and you have Sky Target. The plot is basically the same: Hop in the latest jet fighter and blow away the enemies with your missiles and guns that appear on the screen. Missions take place over water and land. The canyon level was probably the best- looking and the most challenging. Like any other flying game, you are graded on score, number of hits and your kill rate as a percentage.

Sky Target will be a '90s version of Sega's old arcade game Afterburner.

SYSTEM	RELEASE DATE
Arcade Scene	November
	THEME
	Flying
PUBLISHER	SIZE
Sega of Japan	N/A
PLAYERS	% DONE
1	90%

FUNKY HEAD BOXING

What can we say? The idea behind this game is to show a full 3-D perspective of the fighter's head. As you take a hit, the programmers wanted a different way to show the effects. In this game, the head warps inward after a blow. Also built in are special killer punches but they have to be used with discretion, for as you use each one, your strength decreases. Despite its strange looks, FHB is a good boxing game. Since it is being programmed for the STV (Titan), there should be a Saturn translation sometime next year!

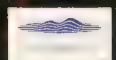
SYSTEM	RELEASE DATE
Arcade Scene	November
	THEME
	[illegible]
PUBLISHER	SIZE
Sega of Japan	N/A
PLAYERS	% DONE
1	95%

I SEE THE WORLD AS MY VERY OWN EMPIRE

FILLED WITH ORCS, DWARVES, ELVES AND OTHER CREATURES THAT ALL EXIST FOR THE SOLE PURPOSE OF HELPING ME OVERCOME THE FORCES OF CHAOS. OF COURSE, IF ME FOLKS AIN'T WANTS TO SEE IT WITH ME, I HAVE TO GO THE [illegible] PLAYSTATION.

WARHAMMER
shadow of the horned rat

Wait a sec, all battle sc[illegible] napped 3D graphics and the rush that only comes from leading a horde of m[illegible] ere war, it's no surpri[illegible] people find Warhammer: Shadow of the Horned Rat to be, shall we say, a bit mind-altering.



© [illegible] Mindscape [illegible] All rights reserved. Warhammer is a re[illegible] of the Horned Rat is a trademark of Games Workshop Ltd. [illegible] is a trademark of Mindscape, Inc. Sony [illegible] Sony Computer Entertainment Inc. All rights reserved.

PROTOS

Konami had a few games out for test. They wanted to see what the players reactions would be to these games and if there was enough positive feedback, Konami would bring the game out. This version of Salamander 2 was one of those games and based on the lines of players waiting to give Salamander 2 a try, it is highly likely that it will be out in the arcades later this year. It was that hot.

Essentially this game is a plain-and-simple side-scroller with detailed backgrounds, large Bosses and plenty of action that requires lightning-quick reflexes to survive. Not much has changed over the years since the first version came out. This was the major disappointment we had about this otherwise fine game. Based on what is in the U.S. arcades from Konami (not much), the best we can expect to see is an import PlayStation or Saturn version of this game some time next year.

Players who have been around for a while just might remember the old Konami Japanese arcade scroller called Salamander. If the name Life Force or Gradius rings a bell, this is what we are talking about.

At the [illegible]

SALAMANDER 2

SYSTEM	RELEASE DATE
Arcade Scene	N/A
	THEME
	Shooter
PUBLISHER	SIZE
Konami Japan	N/A
PLAYERS	% DONE
1	30%

MIDNIGHT RUN

More on the conventional side, Konami has decided to enter the highly competitive auto-racing market. Their new game pales against the newest Namco entry: it probably best compares to the Ridge Racer series. Nothing special here: auto or manual tranny,

four cars to choose from and race against other machines linked together. Average graphics and ho-hum computer competition place this game down in the pack. It would make a good PS game, though. Hint, hint!

SYSTEM	RELEASE DATE
Arcade Scene	[illegible]
	THEME
	[illegible]
PUBLISHER	SIZE
Konami Japan	N/A
PLAYERS	% DONE
1-4	N/A

VIC VIPER

Vic was another of Konami's "test" games. We played a 30-percent finished version and walked away quite impressed. The technology was more up to date than Salamander 2 and this futuristic racing game was fun to play. There was a variety of vehicles to choose from and the built-in computer competition was programmed the way we like it—on the hard side.

Unfortunately, since it is going up against big-name titles from Sega and Namco, Konami might not bring it out.

PUBLISHER	SYSTEM	RELEASE DATE
Konami of Japan	Arcade Scene	N/A
THEME	PLAYERS	SIZE / % COMPLETE
Racing	1-2	N/A / 40%

When I'm not busy extracting molars

I like to jump into my space fighter or mechanized warrior suit and save the galaxy or another world. When I'm finished, I take the [illegible] of the PlayStation and [illegible] in a New At Work [illegible]. And [illegible] my kids wouldn't never [illegible]

[illegible] Seamless rendered graphics and three types of gameplay, the [illegible] just [illegible] can to keep to yourself. (However, if you still be[illegible] the [illegible] At Work Tan club, might we suggest Loverboy, Twisted Sister or Milli Vanilli.)

[illegible] PLAYSTATION

MINDSCAPE

[illegible]

PROTOS

VIRTUA FIGHTER 2.1

A couple of months ago we noticed that the Japanese magazines were making a big deal about a new update to VF2. Thinking it was nothing more than a minor tinkering (you know, like one of the monthly revisions that Midway makes to MK3), we dismissed the upgrade. Well, the Japanese fighting game players seem to be as fanatical about VF2 as we are about MK3 and there is indeed a Version 2.1 and it is the latest rage going around the country.

Many of the changes are almost insignificant. One, for example, is the equalizing out of the characters' strengths in order to make it easier for beginning and intermediate players to be [illegible] be a reason for a whole new game revision.

What appears to have been important was the strong interest the players had in Dural. The newest revision has this end-Boss as a playable character.

Will it come to the U.S.? Not in the arcades, but the rumor is that we will see it in the Saturn version of VF2 later this year.

PUBLISHER	SYSTEM	RELEASE DATE
[illegible]	Arcade Scene	[illegible]
THEME		**SIZE**
[illegible]		[illegible]
PLAYERS		**% COMPLETE**
[illegible]		[illegible]

MARVEL SUPER HEROES

If anybody was going to make a new fighting game, we would like it to be SNK or Capcom. Their development and programming style is probably the best and most thorough. Capcom rises to the occasion again, and Marvel Super Heroes is another fighting masterpiece. With popular super-hero characters like the Hulk, Spider-Man, Captain America, Iron Man, Wolverine and others, players can now act out many of the moves they see in the comic books.

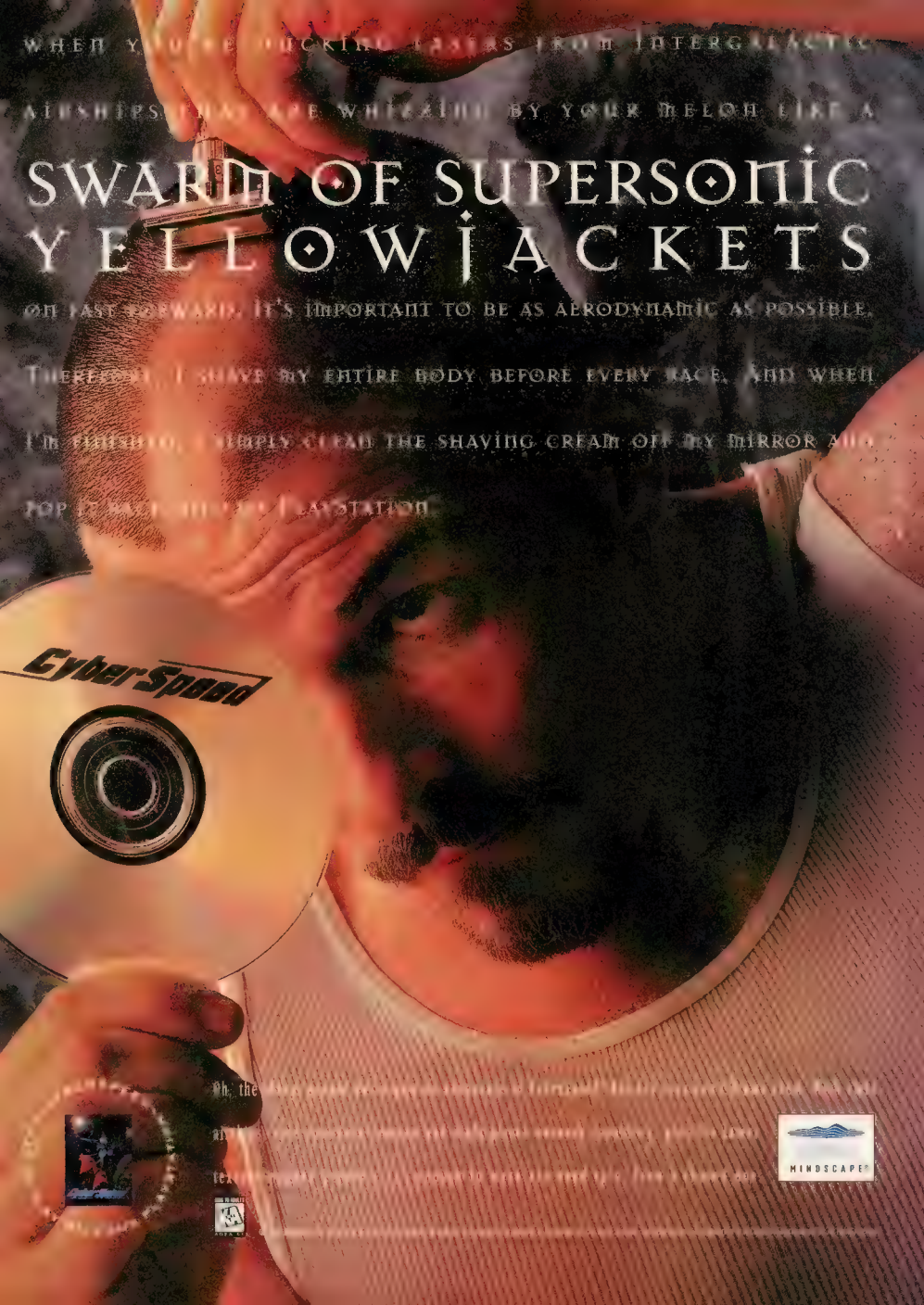
As you can see, the Capcom programmers have let their imaginations run wild with the super moves and combos in this hot fighter. Plus, you have the added bonus of the Infinity Gems that can give you special abilities if you can figure out how to release their powers.

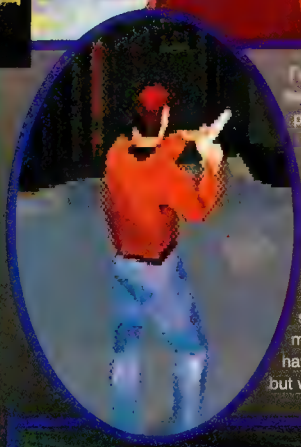
SYSTEM	RELEASE DATE
Arcade Scene	[illegible]
	THEME
	[illegible]
PUBLISHER	**SIZE**
[illegible]	[illegible]
PLAYERS	**% DONE**
[illegible]	[illegible]

WHEN YOU'RE DUCKING LASERS FROM INTERGALACTIC AIRSHIPS THAT ARE WHIZZING BY YOUR HELMET LIKE A

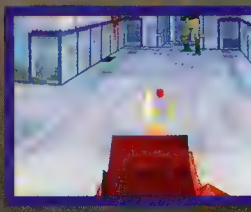
SWARM OF SUPERSONIC YELLOWJACKETS

ON FAST FORWARD, IT'S IMPORTANT TO BE AS AERODYNAMIC AS POSSIBLE. THEREFORE, I SHAVE MY ENTIRE BODY BEFORE EVERY RACE. AND WHEN I'M FINISHED, I SIMPLY CLEAN THE SHAVING CREAM OFF MY MIRROR AND HOP TO BACK THE PLAYSTATION.





Fade to Black is the follow-up to the very popular game Flashback from Delphine Software. One thing that sets this game apart from all the other sequels is the fact that all the important aspects of the original game, such as items, enemies and story line, have been kept intact but with a totally new game engine. In a 3D environment. Gone are the days of a character's mere sprite in a big red suit. Gone are cutscenes. Unlike other action games, Doom and its new sensible moves to a [illegible] that would have been a [illegible] other types of games. In order to take out the enemy on the top floor of a level, you would have to jump up, hang from the edge of a platform, pull yourself up, duck, pull out your weapon, then take your shot. The same is true for Fade to Black, but the third dimension adds an entirely new challenge to it. Not only do you have to perform the complex moves, but you also have to watch your back. The game does have a Doom feel, but after about 10 minutes of playing, you'll figure out that speed and the amount of enemies has nothing to do with the game. What the game does have to offer is strategy. Unlike other games, you may only have one enemy to defeat in a room, but figuring out the correct or easiest way to solve a problem could take you some time. In some cases, you will be challenged for a [illegible] time, [illegible] in figuring out [illegible] a [illegible] Sometimes a [illegible] is [illegible] action to a new [illegible] Sometimes [illegible] according to [illegible] the game. [illegible] and will be able to [illegible]



through. Also, the graphics are great at the highest resolution setting, but they will bog down on anything less than a high-end Pentium processor.

Start your mission with only two items: the pistol and the scanner. Fortunately, the pistol holds nine rounds and can always be reloaded.

SYSTEM	RELEASE DATE
PC and Compatibles	Now
	DIFFICULTY
	Hard
DEVELOPER	SIZE
Eclipse Software	CD-ROM
PLAYERS / THEME	% DONE
1 / Action	100%

FADE TO BLACK

MTV'S BEAVIS AND BUTT-HEAD™ IN VIRTUAL STUPIDITY

CD-ROM ADVENTURE GAME

LIKE, MAKE YOUR COMPUTER AS SMART AS US.

IF YOU'RE LIKE, "DAMMIT, MY COMPUTER'S NOT KICKING ENOUGH BUTT AGAIN!" PLAY OUR GAME. IT'S SPOSED TO BE "A CD-ROM ADVENTURE GAME" OR SOMETHING. BUT IT'S REALLY JUST ME AND BEAVIS BEING COOL. AND, LIKE, IT'S NOT IN SPACE OR WHATEVER. IT'S JUST A NORMAL DAY--YOU KNOW, LIKE DRIVING A TANK AND BUSTING OUT OF JAIL AND STUFF. THOUGH I GUESS THERE IS SPACE, IF YOU COUNT BEAVIS'S BRAIN, HUH HUH HUH.

- COOL MINI-GAMES AND MUSIC VIDEOS INCLUDING GWAR, SAUSAGE AND PRIMUS.
- CO-STARRING TODD, BUZZCUT, VAN DRIESSEN, MCVICKER AND MORE!
- VOICES BY MIKE JUDGE, THE VOICE OF BEAVIS AND BUTT-HEAD.
- ALL NEW ANIMATION FROM MTV ANIMATION STUDIOS.
- ORIGINAL DIALOGUE BY SHOW WRITERS SAM JOHNSON & CHRIS MARCIL.

NO WUSSY RACE-CARS FOR US. ONLY COOL VEHICLES, THANK YOU.

WE'RE KICKIN' IT WITH OUR GOOD FRIENDS. THEN WE'LL BE THEIR SLAVES.

WE, LIKE, SHOW OFF OUR NATURAL ACTING TALENT. HUH HUH. TALENT.

LIKE THEY SAY IN THAT OZZY MOVIE, "THERE'S NO PLACE LIKE HOME." UNLESS IT SUCKS.

FOR MORE INFORMATION, CALL 1-800-469-2539

RATING PENDING RP

VIACOM

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PROT'OS

The Dig is an epic science-fiction adventure inspired by the mastermind of moviemaking, Steven Spielberg. If you've enjoyed the previous adventures from LucasArts, such as Full Throttle and Sam and Max, you'll feel right at home with this mysterious journey that will take you light-years away to a distant planet. The finishing touches are still being added to the title, but from what has been seen so far, this promises to be one of LucasArts' best titles yet. The game plays very much like their last adventure (Full Throttle), with the exception of the interface being pulled up by a transparent subscreen for use with items that you will collect throughout the game. Besides the incredible story line, which is usually offered by LucasArts titles, The Dig goes one step further by including two other characters in the adventure. This way, you can carry on conversations and ask advice from the other people in your party. With Industrial Light & Magic helping out on the special effects for the game, The Dig looks to be one of the best games this year.

SYSTEM	RELEASE DATE
PC and Compatibles	1st Qtr. '96
	DIFFICULTY: Moderate
DEVELOPER: LucasArts	SIZE: CD-ROM
PLAYERS: 1	THEME: Action
% DONE: N/A	

The Dig

IONE Skye ON SATURN:

"LABELS ARE TIRED.

Bits. Polygons. MIPS. Labels. Sega Saturn

THEY'RE AN EASY WAY isn't about labels. We could

spend all day talking about how it shares the

same architecture as $20,000 FOR LAZY PEOPLE TO

arcade systems, and how Sega Saturn pumps the

DEFINE YOU WITHOUT hottest arcade titles straight to

your reflexes for a fraction of the cost. We could

go on and on about EVER REALLY KNOWING YOU

how its gameplay experience grabs you and

pulls you in, but all those words still don't tell you what the

Sega Saturn experience is really like.

ACTRESS.

To understand that, you have to find out for yourself.

SOMEBODY'S DAUGHTER Don't be lazy.

Don't accept somebody else's definitions.

Even ours. While we use SOMEBODY'S WIFE

phrases like "the best games are only on Saturn," and

THAT DOESN'T EVEN "this Christmas, Sega

will have the most electrifying library of exclusive

games on the planet," BEGIN TO TELL YOU

you should form your own opinions from first-hand experience.

WHAT I'M ALL ABOUT."

Then you'll truly know what it's like on Saturn.

SEGA SATURN™

GO THERE.

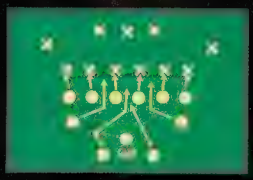
HEAD FOR
SATURN
the world of NHL ALL-STAR HOCKEY
the world of VIRTUA COP™
S·U·B
P·O·P
SEGA
email:
http://www.segaoa.com
CompuServe: GO SEGA.

Name:
Scott Payne

Age:
Twenty three

Favorite Football Position:
Running Back

Dream Play:
Scotts Breakthrough



What's Your Dream Play?

Ever scream at the TV because your team's coach called a stupid play? Ever been frustrated because your team wasn't executing plays correctly? Well, let's see if you can do any better! In Emmitt Smith Football,™ not only can you call your own plays, you can create them! With the easy to use, "Play Editor," your dream plays can be designed and practiced against the computer. Once you've mastered that ultimate "QB RIPPER," save it on the cartridge and use it to annihilate your unsuspecting friends! Wouldn't that be a dream come true?

KIDS TO ADULTS
KA
AGES 6+

JVC
JVC MUSICAL INDUSTRIES INC.

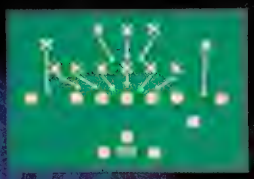
SUPER NINTENDO
ENTERTAINMENT SYSTEM

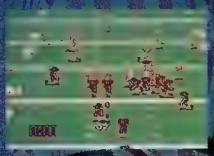
Name:
Ron Tadao

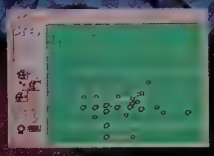
Age:
Twenty

Favorite Football Position:
Line Backer

Dream Play:
I Don't Think So







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TEAm EgM

GOING FOR GRIDIRON GLORY WITH COWBOYS' STAR BACK

Emmitt Smith is headed for the National Football Hall of Fame, but this month we have an exclusive interview with him to talk about his new football game.

The wide world of sports gaming is turning the corner from 16-Bit to 32-Bit and the change will be a dramatic one. With graphics approaching lifelike quality, soon it will be hard to tell video games from the real thing. We've got a lot of good information for you this month, as usual.

Our regular features are back and this month we even have the first Madden '96 strategy for the Genesis and Super NES versions of EA Sports' classic football product. This is the best Madden yet and luckily we got this month's Team EGM section done, because it was hard to pull the gang away from the game.

We also have a close look at Madden for the PlayStation, and this game looks awesome. Lifelike graphics and incredible sound will make you run out and buy a PlayStation if you don't already own one.

We're also taking a look at NFL Game Day from Sony, another incredible-looking and playing football game from Sony Interactive Entertainment, formerly Sony Imagesoft. Team EGM editors flew to San Diego and got some trigger time on the game. It should give Madden for the PlayStation a run for its money.

We also have some hoop action for you in the form of a preview of NBA Live '96.

As you can see, we've been keeping pretty busy getting you the hottest sports gaming coverage on the planet. Now on with the show.

THE LINEUP

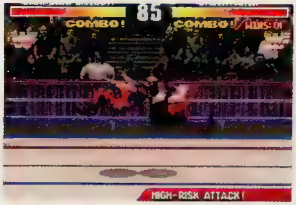
• EXCLUSIVE INTERVIEW
DALLAS COWBOYS' EMMITT SMITH

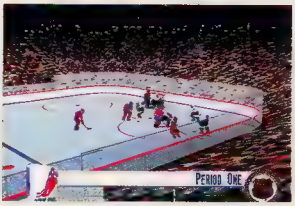
• PREVIEWS
WWF WRESTLEMANIA (PSX)
NBA LIVE '96 (SUPER NES)
MADDEN NFL (PSX)
EMMITT SMITH FOOTBALL (SUPER NES)
NFL GAMEDAY (PSX)

• BOX SCORE
MADDEN NFL '96 (GENESIS)
PRIME TIME NFL '96 (GENESIS)
NBA JAM: TE (PSX)
PGA TOUR '96 (PSX)

• MADDEN STRATEGY GUIDE
TEAM EGM BRINGS YOU CLOSER TO MADDEN NFL '96 FOR THE GENESIS AND FINDING OUT ALL OF THE SECRETS IN WINNING

• INSIDE LOOK
FOES OF ALI (300)
NHL '96 (PSX)





THE WORD IS OUT

THE FINAL EDITION

The waiting is over. Tecmo Super Bowl III, The Final Edition is here! And, according to *Nintendo Power* magazine, " . . . it looks like a winner." Word on the street is that this could well be the best football game – maybe even the best *sports* game – to ever come down the pike.

WANT REAL ACTION?

Just get a load of these features: ■ New Free Agency System ■ Real NFL players, with photos ■ New NFL expansion teams, Carolina and Jacksonville ■ New Power-up Cinema Screens ■ New player rosters ■ New game schedules ■ New plays ■ New player moves ■ New field patterns, and ■ New sound effects.

WANT SUPER REAL ACTION?

Then check out Tecmo's new and exclusive, unique Superstar feature. Can't find the player you need in the free agency market? Well, with Tecmo Super Bowl III you can **create your own superstar!** Then watch him mature and improve over the season into the future. Awesome.

BUT, A WORD – OR WORDS – OF WARNING

Gamers have been reserving their copies of Tecmo Super Bowl III for a couple of months now, and the response has been tremendous. Which means that when this hits the shelves, demand will be strong and supplies may well be limited. So, if you don't want to hear "Sorry, we're out," better move NOW to get yours. You don't want to miss goin' to the Super Bowl, do you?

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TECMO 16 Bit SPORTS

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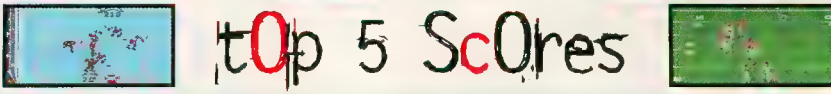
KIDS TO ADULTS

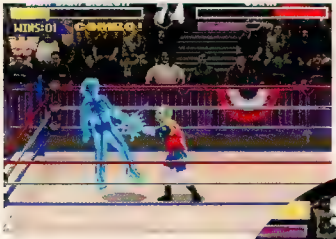
GEt connected and PLaY with the BAND™ beSt.

To be eligible to get your character name here, you need to buy an XBand at your favorite video-game store and subscribe to the XBand network.

tOp 5 ScOres

	Madden NFL '95 – Genesis	NHL '95 – Genesis	NBA Jam – Genesis
1	Matty 7 — Elmhurst, NY — 120	Johnny Wad — Sinking Springs, PA — 306	Big Daddy Cool!!! — Brooklyn, NY — 106
2	EBONY DRAGON — Inglewood, CA — 98	Method-Man O.G. — Flint, CA — 273	"TRIPPIN DAISY!!!" — Hudson, MA — 93
3	Ms. G STRING — Franklin Square, NY — 96	-Vincent Vega- — Irving — 199	The HARD TARGET — Yuma, AZ — 77
4	"Sandman" — Coral Springs, FL — 88	VIGILANTE!!!* — Bronx, NY — 187	NEVERMORE!!! — Newark, CA — 72
5	P-A-T-H-E-L-N-D-E-R — Kansas City, MO — 55	BLITZKRIEG — San Jose, CA — 181	Chill-v-g* — San Francisco, CA — 44



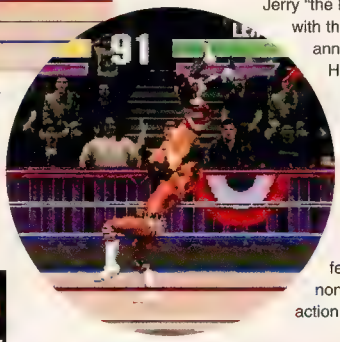


It's time to come off the top rope: Acclaim and Williams are sure to win the tag-team belt this Christmas as they have created one slamming game.

The graphics are very realistic in this PlayStation version. But Acclaim is also bringing out this version on the Saturn, Super NES, Genesis and 32X. It's a one- or two-player game.

The game features eight of the hottest stars of the World Wrestling Federation. The game even has play-by-play from Vince McMahon and Jerry "the King" Lawler along with the king of ring announcers, Howard Finkel.

Each wrestler has mayhem moves like the Undertaker's Demon Claw and Doink's buzzer shock. This game features awesome, nonstop, ring-rocking action.



PLAYSTATION

The game even tracks your stats, including fastest pin, highest score and most wins.

RELEASE DATE	DIFFICULTY
October	Moderate
PUBLISHER	**SIZE**
Acclaim	CD-ROM
PLAYERS / **THEME**	**% DONE**
1-2 / Wrestling	90%

WWF WRESTLEMANIA

Take the
HOME FIELD ADVANTAGE
Wherever You Go!
FIFA 96
FIFA 96 SOCCER
SHAQ FU
Sports Illustrated
MADDEN 96
NHL96
PGA TOUR 96
NBA Live 96
GAME BOY
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SEGA
SPORTS

eXclusive INTERVIEW

FACE to FACE

with the Cowboys' EMMITT SMITH

TEAM EGM: How good a quarterback is Troy Aikman?
He's a great quarterback, a great team leader, a good friend and not a bad golfer.

What aspects of your game are accented by the offensive scheme of the Dallas Cowboys?
We have a great team, a great offensive line and we have a solid team. We have a lot of great players who do their jobs.

Are you a big video game fan? What are some of your favorite games?
I play NBA JAM, PGA TOUR GOLF, NBA Live '95 and FIFA '95 for the Sega Genesis and Super NES. Now I have a good football game; I'll play when I have time. It just so happens it's called Emmitt Smith Football; it's from JVC (the same folks who made the Star Wars trilogy for the Super NES.)

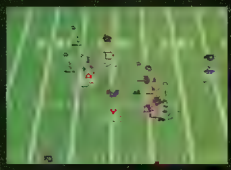
Do you find yourself being an ambassador of football?
I don't think of myself as a superstar, just a guy trying to do my job. As far as an ambassador, I'm an athlete and I just try to conduct myself and give my best within the framework of the team, what a team player should do.

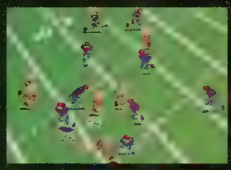
Describe what you consider a perfect day.
Waking up and having a nice breakfast, going out and playing a round of golf and shooting around a 75. Then going out for dinner with the guys and talking about the round of golf we shot that day.

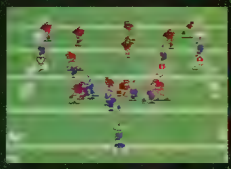
Describe the difference between a Barry Switzer-coached Cowboys team and a Jimmy Johnson-coached team.
Jimmy Johnson was very intense and hardcore, a very no-nonsense type of guy. Barry Switzer is very laid back. Both guys know the business of football and are good coaches.

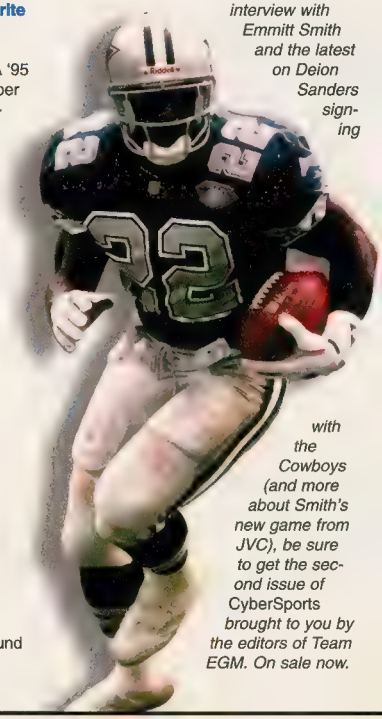
Do you miss Jimmy as coach of the Cowboys?
I miss Jimmy, because it was fun having him around. We got along very well.

What type of a boss is Jerry Jones?
He's a good boss and a good businessman. He really knows what he's doing and that's good for the team.







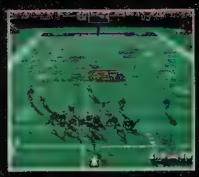


For the complete interview with Emmitt Smith and the latest on Deion Sanders signing with the Cowboys (and more about Smith's new game from JVC), be sure to get the second issue of CyberSports *brought to you by the editors of Team EGM. On sale now.*

to those who say they've got the stuff,
we say...

Put up or Shut up.

Acclaim's motion capture technology*...true football realism!



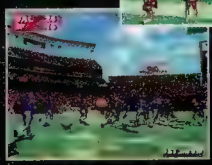
80 yards of viewable field!

NFL QUARTERBACK CLUB 96

all the teams!

all the top NFL quarterbacks!

3-D rendered stadiums!*



control any NFL player on offense or defense!

all the players that count!

over 800 plays including authentic QB signature plays!

Either you Have it, Or you Don't.

>player, game and full season stats! >substitutions! >replays from any angle!* >perfect your gridiron skills in the exclusive practice mode!† >custom player feature—build your own dream team!† >simulation mode—change history in 50 game-breaking situations! >hyper audibles—choose from 5* plays at the line of scrimmage! and more!<

Super NES® Genesis™ Game Boy® Game Gear™ Saturn™ PlayStation™ PC-CD ROM

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*Saturn, PlayStation™ and PC-CD ROM †Exclusive to Super NES® and Genesis

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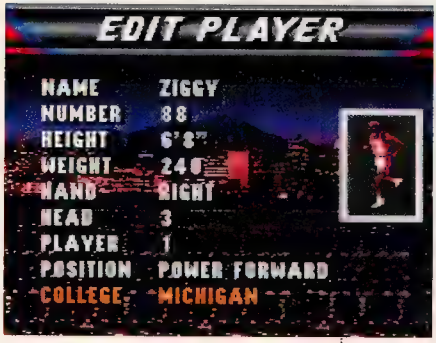
SUPER NES

NBA LIVE '96

ELECTRONIC ARTS



Specs

- All 29 NBA teams and rosters for the '95-'96 season; includes Vancouver Grizzlies and Toronto Raptors expansion franchises
- All-new features and animations of players—tip slams, one-on-one moves, dive for loose balls
- Unique free-throw perspective
- Block lay ups and dunks (Not in my house!)
- Offensive and defensive sets, assign double team, crash boards, matchups and more...you're able to see your plays in action (pictured on the right)
- New On-the-Fly play calling (also pictured on the right)
- TV-like broadcast presentation of the game
- Never-before Create-a-Player feature; trade players
- Season Mode and Playoffs
- User records; save and record player and user stats
- Multiple-player capability—up to five players

Now create your own players, and set your plays on the fly.

The Game

Jordan is back on the Bulls' roster, Tyson is bigger than ever and Monica Seles has come back from her rehab and had the chance to win it all at the U.S. Open. It seems some of sports' top names are on the comeback trail. So is EA, with the '96 edition of NBA Live!

Better than ever of course, NBA Live '96 has been beefed up to bring you another great season of NBA excitement. (I love this game!) You'll get to see the new expansion teams as well as all of the current players in the sport.

If you're looking for the main features that have changed, check out the Specs column and see if they match up to your standards.

As you know, the AI has been improved to give seasoned players a bit more challenge, but after playing for a while, the difficulty winds down. There should always be challenge in sports games. If I plan to enter the Season Play, I expect the computer to give me a hard time in reaching the NBA Finals. It's not fun when you're scoring close to 200 points every single game. Maybe next year.

The game play has improved in the shooting department. Players can dunk the ball whenever they are under the basket, rather than shooting a jump shot other players can block easily. This is the NBA: If you're 7 feet tall and under the basket, you better dunk the rock.

EA Sports has brought NBA Live to another level of excitement.

RELEASE DATE	DIFFICULTY	
November	Easy	
PUBLISHER		SIZE
Electronic Arts		16-Meg
PLAYERS	THEME	% DONE
1-5	B-ball	100%

How would you design the perfect boxer?

CENTER RING ★BOXING★

Think of the most fearsome fighter imaginable. There actually has one. Soon to be the undisputed Heavyweight Champion of the world. Did we say fearsome? How about feared? In Center Ring Boxing™ create your own original boxer, large-weight, and take control of your ring. Train your boxer to hold speed, power and stamina. Then box the pants off every challenger in your way with devastating combos, hooks and uppercuts you might not even think you have. But hopefully you'll look better than this!

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JVC

KIDS TO ADULTS K-A AGES 6+

SEGA SATURN

PLAYSTATION

MADDEN

If "football video game" was a term in the dictionary, a picture of Madden NFL '96 would be right next to the definition.

Armed with amazing player animations generated from motion-capture technology, EA has effectively upped the ante for football game standards.

The game play standards set by earlier generations of the Madden series have been left intact. Players have more than 240 offensive and defensive plays to choose from, as well as 30 stadiums in which to play.

This dancing football fool shown in the game's introduction showcases the quality of the motion-capture process as well as the vivid color and detail that have gone into this game for the Sony PlayStation.

However, it's the 32-Bit graphic and sound makeover that really sets this game apart. The player sprites are bigger and move more fluidly than before. All the stadium pictures were fully rendered in 3-D.

The game's attention to detail should also raise some eyebrows. For instance, all the top NFL players not only have expanded statistics, but their portraits as well.

iT taKEs 2 tO tAngO

Surprise, surprise—Pat Summerall, James Brown and Leslie Visser, all members of the FOX NFL Sunday crew, have been added to the game. Full-motion video clips of Pat and John awaken you prior to the start of a game, while another animation clip provides a fly-over of the FOX NFL studio. The scenes look like they came straight from a television screen, providing yet another level of realism to an already outstanding football game.

RELEASE DATE	DIFFICULTY
November	Moderate
PUBLISHER	**SIZE**
Electronic Arts	CD-ROM
PLAYERS / **THEME**	**% DONE**
1-8 / Football	80%

SONY

PlayStation™

PC CD ROM

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A Dangerous Game

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- 6 real-time 3D tracks
- 8 Anti-Gravity craft
- Multiple strategic weapons
- Link-up cable option
- Cool sounds & FX
- Totally killer graphics

KIDS TO ADULTS
K-A
AGES 6+

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SUPER NES

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	SIZE	
JVC	8-Meg	
PLAYERS	THEME	% DONE
1-2	Football	100%

360-degree rotational field view

JVC is running its first play on the video gridiron with a formidable force in the background: the Cowboys' superstar running back Emmitt Smith.

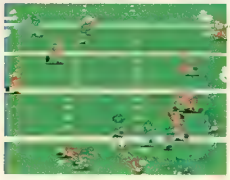
The result is a game that features a 360-degree rotational view that lets gamers watch the action from almost any angle–even from behind the quarterback. The camera view includes a zoom-in-and-out feature.

The playbook contains 50 preset plays, which is a deceptively small number because of the game's powerful play editor program.

The editor lets gamers modify or draw up new formations on offense and defense, then check them out through a Special Practice Mode. Sixty-four customized plays can be saved by battery, while a password function gives gamers access to an infinite number of plays they've designed and tested.

Of course, the name of the game is Smith, who helped design some of the plays featured in the game's playbook. Throughout the game, Smith offers his words of encouragement after a monster tackle or high-yardage play.

This game features a 360-degree rotational view of the field and a camera you can place anywhere.



The play editor lets gamers customize plays tailored to their football skills. The editor feature can even create plays from scratch.

EMMITT SMITH FOOTBALL

THE GREAT ONE

Tony Amonte

Chris Chelios

Kirk Muller

Pavel Bure

Russ Courtnall

Sergei Fedorov

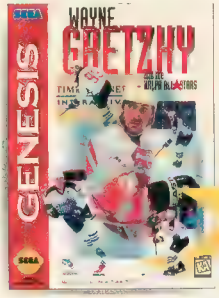
Marty McSorley

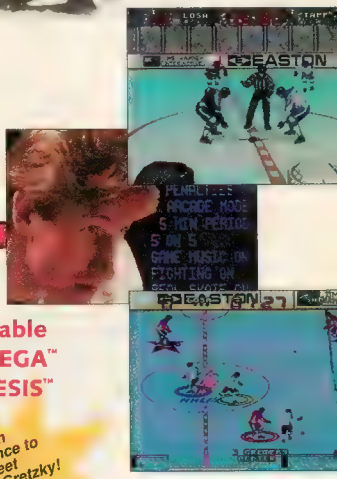
NHLPA PLAYERS (OVER 600)

GREAT FEATURES

- 26 Teams
- Over 600 NHLPA players and their stats.
- Two gameplay modes: Arcade and Simulation
- Instant "Just Play" option
- Battery backup saves your season and tournament stats

GREAT GRAPHICS





Available for SEGA™ GENESIS™

Win a Chance to Meet Wayne Gretzky!
See package for details

1 TO 4 PLAYERS

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Coming soon for Super NES™, Atari® Jaguar™ & PC-CD

See your local Retailer for details

TIME WARNER INTERACTIVE

NFL GAMEDAY

This is one big-time football game and it will give Madden '96 and the gang at EA Sports a run for their money.

Sony Interactive Entertainment, formerly Sony Imagesoft, went out and recruited some of the members of the original Park Place production team who worked on the first 16-Bit versions of Madden.

Now they are armed with SGIs and some incredible talent. They have put it to good use in making this realistic football thriller.

All of your favorite NFL teams are included and the game will also have an NFL Player's Association license.

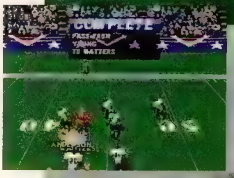
You can play the game from at least three different playing perspectives, including a view from behind the quarterback, from the sidelines and from the corner of the endzone.

It sounded so good we flew to San Diego to take a look at it as it was being developed. The game has come a long way in a short period of time.

The artificial intelligence of this game is incredible. For instance, if you run one play too often, the defense will shift or change its formation to get you for a loss of yardage on the next play.

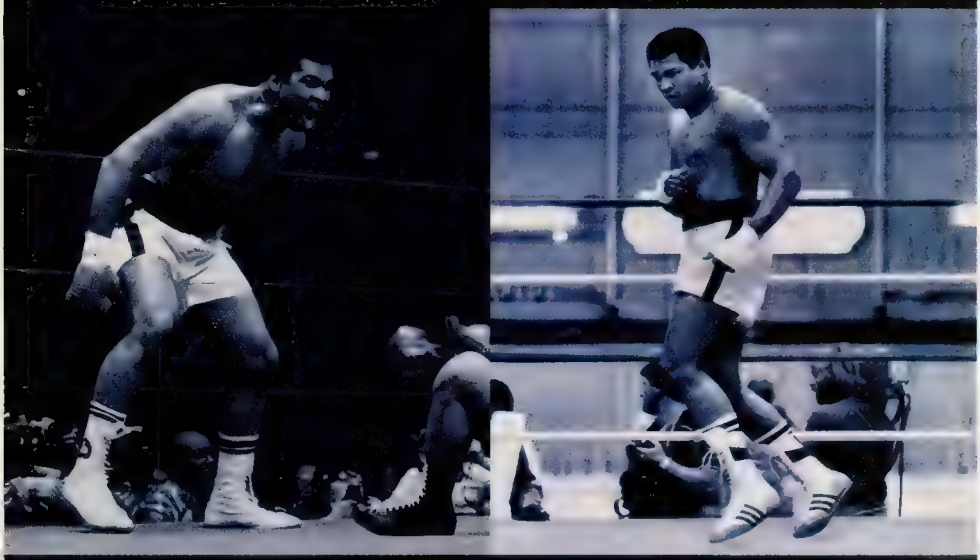
This will force you to mix up your plays (which you should do anyway).

RELEASE DATE	DIFFICULTY
November	Moderate
PUBLISHER	**SIZE**
Sony Imagesoft	CD-ROM
PLAYERS / **THEME**	**% DONE**
1-5 / Football	45%

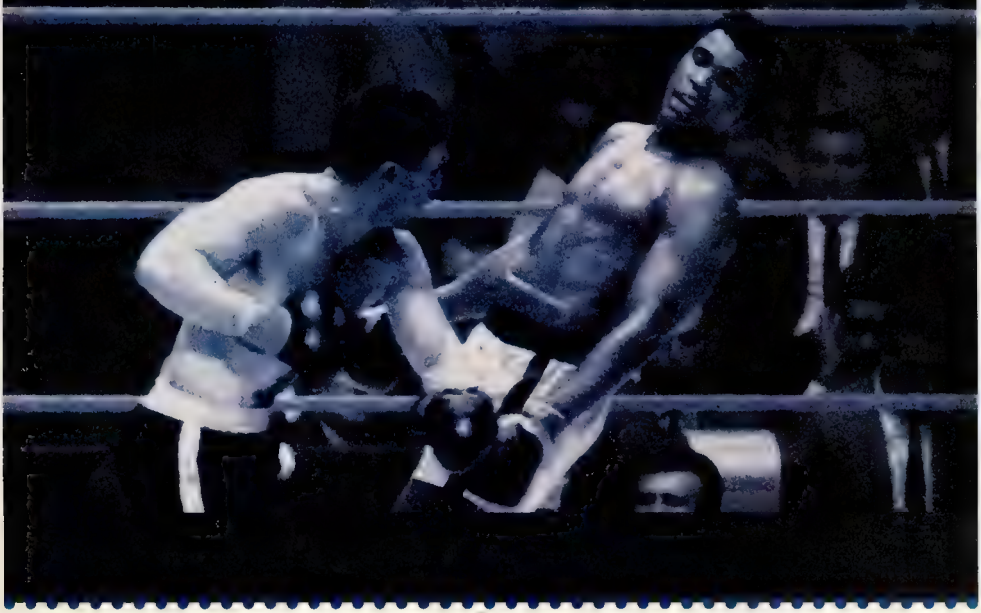


The players' names come up as you control them on offense and defense.

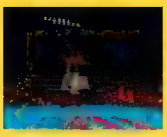
YOU TALK. YOU DANCE.



YOU PLAY HARD TO GET.



THEN YOU TURN



Look through your fighter's eyes. But take a hard one to the head and you may be looking through just one eye. Or your vision will blur.
Or you'll see "red." Worse yet, you could end up seeing double and have to fight two Alis.

Ali never left a face the way he found it.
And with 21 camera angles you see all the action.
TV-style presentation gives you commentary and stats. Now all you need is a trainer.

Re-stage many of boxing's most unforgettable and illustrious fights. Step through the ropes in any one of three modes: career, tournament, or exhibition. 15 different fight features let you customize each championship bout.

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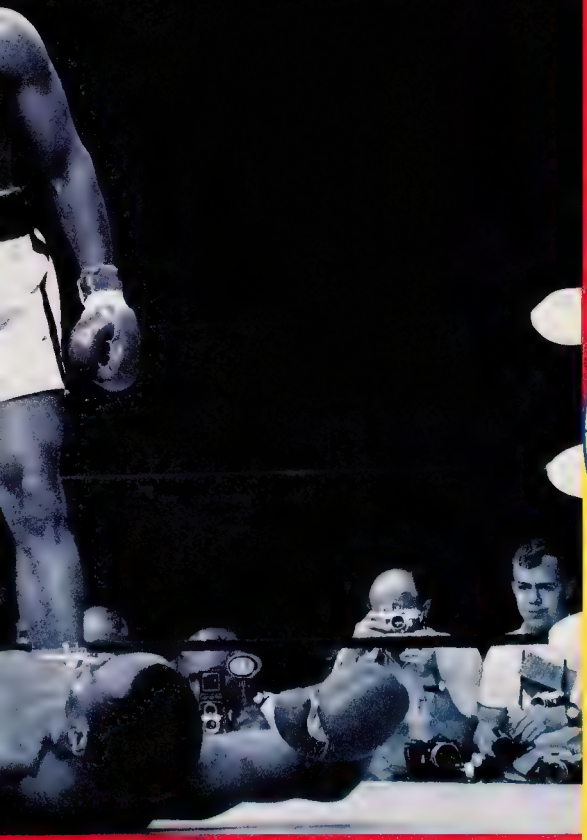
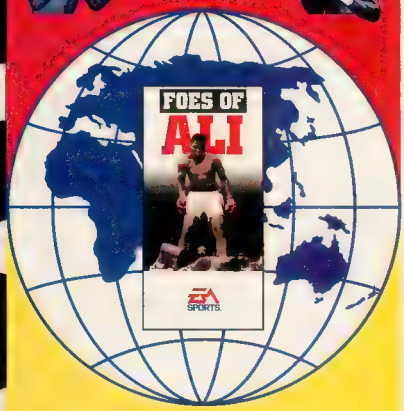
THE LIGHTS OUT.



The unique skills of each fighter step into the ring. Ali's blinding speed. Norton's jaw-dropping power. Sonny Liston's punishment to the body. It's all there. Boxing at its best. By the best. For the undisputed heavyweight championship of the world.



Live your dream of stepping into the ring with Muhammad Ali. Or was that a nightmare? Either way, prepare yourself to go nose to fist with one of the greatest fighters of all time.

Fight as Leon Spinks, Ken Norton, Chuck Wepner, Sonny Liston, Henry Cooper, Jimmy Ellis, George Chuvalo, Bob Foster, or Muhammad Ali, himself. Against the computer or another player. Pick carefully. You can float like a butterfly or get stung by a bee.

EA SPORTS
If it's in the game, it's in the game.®

FOES OF ALI

BOx ScoRe

NBA JAM: TE • PLAYSTATION • ACCLAIM

This game is a direct translation from the arcade with a few more enhancements and hidden characters. I liked the arcade game, and this game definitely rocks on the PlayStation. Acclaim has pumped up the Jam. If you love fast-action sports games with a twist, this game will have you going for the bucket at the buzzer.

Video Cowboy 8.5

Everywhere you go, NBA Jam: TE is in your face. It does get a bit redundant seeing this game on every platform, but this translation for the PlayStation is done superbly well. I can't imagine how this game can get any better... unless it comes out on the Ultra 64. In the end, it's good ol' Jam with better graphics.

Dindo Perez 8.0

PGA TOUR '96 • PLAYSTATION • ELECTRONIC ARTS

PGA Tour scores a hole in one with me. The game play is excellent as usual with an EA Sports golf game. The only change this time is it now has the graphics to go with the game play. Whether you're a novice or a pro at golf games, PGA Tour '96 captures all aspects of the complex game of golf. Tee it up.

Video Cowboy 8.5

From the first swing to the last putt, PGA Tour Golf is a visual masterpiece. All the features from previous games in this series are intact, such as a variety of courses and a roster of top pro players. Beginners will like the game's easy learning curve, while golfing die-hards will enjoy the game's attention to detail.

Dindo Perez 9.0

MADDEN NFL '96 • GENESIS • ELECTRONIC ARTS

Madden sacks the competition and regains the 16-Bit football championship. EA listened to players and has come up with the best 16-Bit football game ever made. The programmers fixed what they needed to fix from last year. Now you can control the man in motion, and speed bursts have been added.

Video Cowboy 9.5

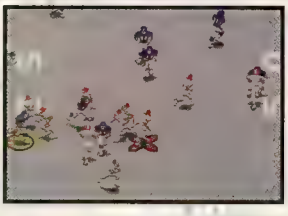
You can't blame yourself for going back to this game. The whole package is here with Madden. The AI is definitely where it should be: hard as hell. Enhanced defense and offense makes this game. Because this title gets better and better, Madden should drink from the fountain of youth, so he can keep producing it.

Dindo Perez 9.0

PRIME TIME NFL '96 • GENESIS • SEGA OF AMERICA

Neon Deion Sanders' name is up in lights, but Sega fumbled in the fourth quarter and has lost its 16-Bit football title. This is a good game, but for the most part, it is exactly the same game as last year with very few improvements or modifications. It plays exactly the same in my opinion. There's nothing much new here.

Video Cowboy 7.5

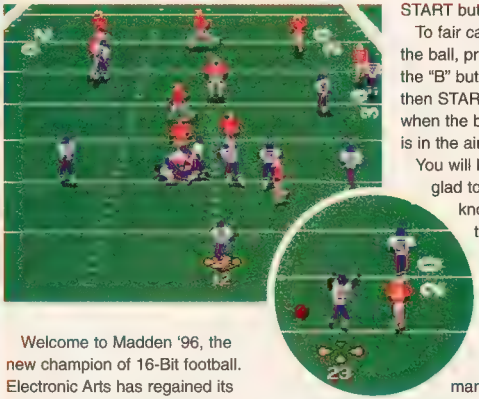


Neon Deion gets his own game, but can the name sell the game? Well, for one thing, the overall game play has changed, offering more challenge and realism for this sport. It's an obvious improvement over NFL '95. You have total control of the team from drafts, trades or any team's playbook.

Dindo Perez 8.5

MADDEN NFL '96 Strategy Guide

LEARN TO BE ON THE ALL-MADDEN TEAM



Welcome to Madden '96, the new champion of 16-Bit football. Electronic Arts has regained its crown. The following strategy is a tribute to the best 16-Bit football game ever made. This game is a keeper and definitely sacks its 16-Bit competition in the backfield. You will find these tricks and tips helpful as you line up at the line of scrimmage with your favorite NFL teams.

If you press ACCBB anytime during the Intro Screen, you will go straight to a game. The teams will be picked randomly and the team on the right is always the home team.

START button.

To fair catch the ball, press the "B" button then START when the ball is in the air. You will be glad to know there is a man in motion on any offensive formation. Just push down left or right on the directional pad to move a receiver from one side of the formation to another. This will keep the defense off balance.

On defense you can even change your defensive packages by pressing C once. Press C two or three times to change the look of your defensive fronts.

(Continued on Page 250)

9 OUT OF 10 PSYCHOLOGISTS RECOMMEND LOADED™ FOR PATIENTS WITH A SEVERE CASE OF ITCHY TRIGGER FINGER.

(Continued from Page 249)

This is good to show blitzes and change up the looks of your defensive front.

Now here are a few more of our favorite strategies that we came up with when putting Madden '96 through its paces.

INVINCIBLE PLAYERS

Madden '96 now has injuries in exhibition games, especially if you use a player too much or if you use a wide receiver in a halfback position. There are a few tricks to help you avoid injuries. Punt returners and kick returners cannot be injured. If you have a receiver who also returns kicks, put him in the backfield, and he will never be injured.

THE TWO BEST PLAYS IN THE GAME

The artificial intelligence in Madden '96 is incredible. But don't be in too much of a hurry to get to the line of scrimmage and blast the play off—wait for your blockers to develop the play both during your offensive series and on special teams. On some kick-off returns, as you run up field, your blockers will try to make a lane for you to run. If this happens, you can rack up some big special team yardage.

Pro-Form Quick Outs: This is a pass to your tight end (receiver B) after he has cleared the linebackers. He is usually wide open over the middle, especially if you have awesome tight ends like Dallas' Jay Novacek, New England's Ben Coates or Miami's Eric Green.

Shotgun QB Waggle: the best deep play in Madden. Lob-pass to your slot receiver (receiver B) a second or two after he makes his cut toward the middle of the field. To make this an even better play, roll your quarterback out, and following the receivers, cut to the inside so that when you throw the lob pass, it is in a straight line and not a diagonal one. This will make the pass nearly impossible to intercept. Take note: This play isn't as effective when it's flipped.

THE TWO BEST RUNNING PLAYS IN THE GAME

I-Form HB Toss—this toss is probably the best-blocked and best-executed play in Madden '96, especially if your halfback has above average speed (11 or higher). It is also one of the few running plays that can consistently be broken for big yardage. Be sure to let the blocking develop as the fullback will usually crush a linebacker or defensive back for you.

I-Form "36-Slam"—this play is the best for short-yardage situations for obvious reasons. Be patient and follow the fullback into the interior of the line. This play is usually good for at least two yards, even against stacked defenses. With a good ball carrier and a pass-oriented defense, it could be sprung for huge gains.

ADVANCED STRATEGIES

Multipurpose Pass or Run plays: Pro-Form Double Flares—this is a great play for experienced Madden players because it allows you to use a great pass play, enabling you to run with your halfback or fullback if you so choose. At the hike, press left or right and the pitch button. The two running backs split behind the quarterback (that were supposed to be used in the flare pass patterns) can receive pitches effectively in the very beginning of the play. Pitch to your best back or to the weak side of the defense. If the defense is overstacked against the run, the flare patterns are excellent pass routes that will get you some positive yardage.

DO IT YOURSELF "FLEA-FLICKER"

Our favorite around the office is the Do-it-Yourself "Flea-Flicker" play. The addition of the pitch button allows many plays to be turned into them. Most I-Form pass plays are the ones most suitable because the running back lines up right behind the quarterback. Hike the ball, but don't bring up the passing windows. If you bring up the passing windows by mistake, the "START" button becomes the "throw-away" option, and this nice little trick won't work! Immediately after hiking the ball, press backward so that your quarterback runs into the running back. At that moment, press the pitch button and down so that the running back, now behind the quarterback, receives the pitch. This should draw the defenders up, fooling them into thinking you're going to run the ball. Wait a second, then pitch the ball back to your quarterback, and bring up the passing windows like you do in a normal pass play by pressing the C button. Then let the ball fly to the open receiver.

We'll have lots more Madden strategy in *CyberSports*, the new magazine dedicated to sports that is brought to you by the editors of Team EGM. This month we have an interview with Emmitt Smith, more strategies on Madden '96 and a number of the hidden codes to help you play as some of your favorite NFL teams from years gone by. We also will explain how to trade Deion Sanders from the 49ers to the Cowboys under the salary cap.

Here are a few of those codes that I promised you earlier.

At the Team Selection Screen, punch in the following codes: CAABCAA—'94 San Francisco 49ers, BABBCCC—'67 Oakland Raiders, ACCCAAB—'80 Houston Oilers, AACCACB—'93 Buffalo Bills, ABCCABB—'92 Dallas Cowboys, ABACCCC—'85 Chicago Bears, BBABCCA—'72 Miami Dolphins.

INSIDE LOOK

Foes of Ali
3DO • EA Sports

As you get hit, your vision will become blurred.

This new 3DO title is more than a game; it's an interactive history lesson in boxing.

Who better to teach that lesson than heavyweight great Muhammad Ali?

"Foes of Ali" refers to his toughest opponents: Sonny Liston, Floyd Patterson and Henry Cooper, to name a few.

The game's AI emulates each opponent's unique fighting style. Winning a bout takes more than fast fingers; it requires a strategic analysis of your foe's strengths and weaknesses. In addition, Ali himself offers tips on how to defeat opponents.

Multiple camera angles, motion-captured video and digitized crowd sounds bolster the game's live-on-TV realism.

In the behind-the-gloves view, the player's "vision" gets blurry or red when the boxer takes a sharp blow to the head.

NHL '96
PlayStation • EA Sports

Play from various full-rendered views.

We had to go to England to get them, but here are the first published pictures of NHL '96 for the Sony PlayStation.

This game features multiple freewheeling camera angles that will deliver all of the action from end to end.

Digital sound effects and authentic NHL stadium music fills the new 3-D modeled arenas. The crowd is really in this game and this—combined with the music—make up a unique NHL game play experience.

One-time passes and a number of other hockey specific signature moves have been added.

However, an advanced artificial intelligence will greet you as you make your way over the blue line. Bulging the twine has never been more exciting or challenging. Every NHL team and all the players are back for more.

FORGIVE ME FATHER FOR I HAVE SINNED.
LOADED™

INTERF

Get your letters into *EGM* today or we kill another editor. You can reach *EGM* by writing to:
Interface, Letters to the Editor
1920 Highland Avenue, #222
Lombard, IL 60148

This is the section where you can open up your mind and let the rest of electronic gaming see what color your brain is. While you're at it, you can also expose yourself to more than 1 million gamers looking for an easy target. Remember, you have the right to remain silent and anything you say can be used against you in the magazine. Names have been changed to protect the innocent.

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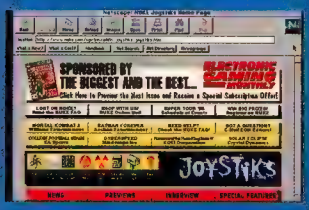
You can also reach the editors of *EGM* via CompuServe at 75052,1587 or on the Internet at 75052.1587@compuserve.com. Beginning June 1, you can get access to *EGM*'s articles, reviews and more on the World Wide Web via the NUKE home page at www.nuke.com.



LETTER OF THE MONTH

READER REMINISCES ABOUT THE OLD DAYS OF GAMING

Dear EGM,

Now is the time for the familiar grumblings..."New systems? Why bother, they'll be obsolete soon, just like my system is becoming now!"

I will never understand these people. The advancement of technology and the replacement of gaming systems has been going on since the late '70s. If we took a look at the history of video games, we'd see that it has been one of constant change. Having been 6 years old when the Radio Shack "Video Tennis/Hockey" was introduced, I have watched gaming grow and mature. Along the way, I either owned a system, or had friends who did. From the Pong-like "tennis" (which burned holes in the CRT!) to the Odyssey and its talking keyboard, which mangled four-letter words beyond comprehension, to hours spent dodging Duck-shaped "dragons" in Atari's Adventure for the 2600, to the thrilling voices in Intellivision's "B-17 Bomber" to "Radar Rat Race" and "Jupiter Lander" on the VIC 20 (ah, the VIC 20...10 PRINT "You stink," 20 GOTO 10...*sniff* nostalgia) to the tragically cool but misunderstood Vectrex, which had an internal game that would play without a cartridge in the port, I have seen it all. I have been there, and probably done it...including grafting an Atari joystick to the innards of the Pac-Man tabletop LED game.

I must say that all history notwithstanding, this very moment is the most exciting of Video Gaming History! The PlayStation, Saturn and (eventually) the U64 promise a tremendous leap forward for the hobby we all love! The technology is making quantum leaps, and we, as gamers, should be happy to be along for the ride. I feel lucky to have seen so much advancement—it means the games are getting better and bigger, faster than ever before.

Obsolete systems are a natural phenomenon of progress. Accept it and learn to appreciate it. Just because games are "yesterday's news" does not mean you can't still play them and have affection for them. I still have a library of 2600 games and Intellivision games I occasionally play. But to latch onto one system to the exclusion of others or to curse the coming of new ones is wrong. Gaming is growing and always moving. We, as gamers, should grow with it and follow.

Josh Dobbin
New Haven, CT

Your letter brought back great memories of my old Atari 800XL, Josh. Anyone remember Beachhead, Raid Over Moscow, Karateka or Space Taxi for the Commodore 64?

Great letter, Josh. Your Acclaim Dual Turbo joystick is on its way.

What's the Hurry for the Ultra 64?

Dear *EGM*,

I've noticed that a lot of people are complaining about the Ultra 64's delayed April '96 release date. What a lot of them fail to see is that Nintendo is taking their time to produce the *best* machine they can possibly make. With the time that Nintendo has had, I think they can. Do people *really* want what happened to the Saturn to happen to the Ultra 64? The early launch for Saturn did *nothing* for Sega. It's been over three months now, and I still see *only* six to seven games. Sega not only released the system with few games, but poor quality games at that. I have yet to see a game that is *so* good that would make me buy a Saturn. I think the *real* question is: What's the hurry? Nintendo is taking time, not only to improve on the system itself, but also to tighten up their growing library of games scheduled for launch. Besides, with great 16-Bit games like Killer Instinct and Chrono Trigger, Yoshi's Island and DKC2 coming out soon, why would we need to spend around $400 on a 32-Bit machine (the PSX might be $300, but with a game and a memory card it's $380)? The *safest* thing to do is to wait for the Shoshinkai Show (Nov. 24, 25 and 26) when Nintendo will show their Ultra 64 with several games. Then we will be able to make a clear choice of which system to get. With games like Star Wars, Killer Instinct 2, DKC, Ultra Mario, Robotech, Final Fantasy, and Cruis'n USA *all exclusively* coming out for the Ultra 64, Nintendo's 64-Bitter will be hard to pass up. And the fact that the Ultra 64 will be under $250 with a pack-in doesn't hurt either. So why are so many people complaining? Just because they can't wait?
P.S. Hope you guys get *full* coverage on the Shoshinkai Show.

Vega Bros via the Internet

You are correct in saying that Sega's plan of getting a jump on the market by releasing the product early backfired. You are also correct in saying that the safest thing to do is wait until the Soshinkai Show to see what Nintendo has to offer. On the other hand, some gamers don't want to wait for the Ultra 64 because they fear it might be vaporware (Remember Super NES' CD system?) or they are sick of the hype and no system by the original release date so they purchased a Saturn or PlayStation fearing the Ultra 64 is not all it's cracked up to be. Regarding your P.S., we'll have coverage of the Shoshinkai Show in upcoming *EGM* and *EGM²* issues.

Bits and Boxing

Dear *EGM*,

I am writing to ask you a few questions. First, are there going to be any Mike Tyson boxing games in the near future for either the 16-Bit systems or next-generation systems? I really enjoyed Mike Tyson's Punch-Out on the NES.

My next question is: How many Megs can be used on a 16-Bit system? If the Super NES/Genesis systems are 16-Bit systems how can they fit 32 Megs into a 16-Bit machine? DKC, Killer Instinct, MK3 and Chrono Trigger use 32 Megs on Super NES.

D.J.
Shiprock, NM

Unfortunately, at the time of this writing, there are no plans for a Mike Tyson Boxing game, but JVC is in the middle of producing a boxing game. To answer your second question, cartridge size has no bearing on how many bits your system is. Your cartridge can be the size of a car and be 800 Megs (which would make putting it into your system quite difficult, but it could happen) and still work. The reason is your system only processes a certain amount of information at a time. It does not process all the information, just bits (no pun intended) and pieces.

Mortal Kombat 3 Koming to Komics?

Dear *EGM*,

I am a subscriber and have been for a while. Your magazine is the most up to date with information and your editorials and opinions are similar to mine. I am a total Mortal Kombat fan. (I have seen the movie four times.) Not just the game, but the story [too]. It sends a message that in order to save the world, people [must] use their own fighting abilities and not weapons like guns. I'll admit that I was one of those players who was not impressed when MK3 was released, but after playing it a few times, the game really grew on me. Of course, I remember having the same reaction to the first Mortal Kombat. I have a few questions that you might be

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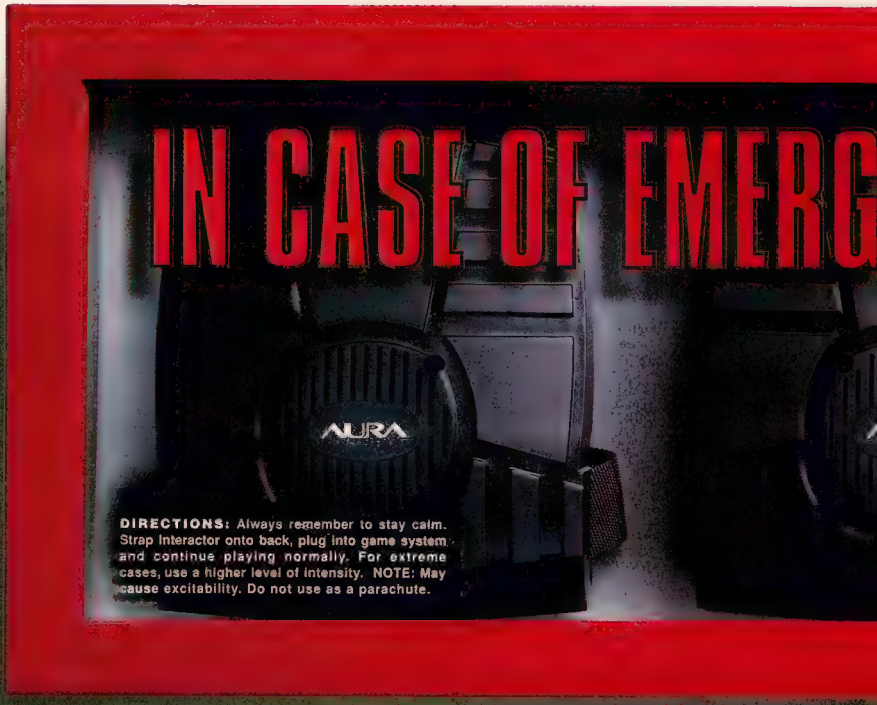
IN CASE OF EMERG
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DIRECTIONS: Always remember to stay calm. Strap Interactor onto back, plug into game system and continue playing normally. For extreme cases, use a higher level of intensity. NOTE: May cause excitability. Do not use as a parachute.

The way it lets you feel all the action, the Interactor might just save you from a life of video game boredom.

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ASK EGM

Q: I am truly perplexed on a rather complex theorem and was wondering if your metaphysics expertise could help. I'd like to know what you think of the assertion of the semiotic thickness of a preformed text that varies according to the redundancy of auxiliary performance codes?

Jeffrey Wade
Possum Pass, TN

A: *Forty-two.*

Q: My question; What is the air speed velocity of an unladen swallow?

Angus Crime
Quincy, IL

A: *Stop watching Money Talks and move out of your parents' basement. You just move out.*

Q: Who are the people who stamp all the oranges and grapefruits with the Sunkist logo and how do I apply for that job?

Sal Shelby
New York, NY

A: *I think it is a race of people derived from the inbreeding of the Oompa Loompas and Keebler Elves. In order to become a "Sunkist Stamper" you must be anywhere between two and two and a half feet tall, orange in your color, know how to make a clean batch of cookies and be very close friends with Willy Wonka.*

Mortal Kombat 3 Koming to Komics? (cont.)

to answer. First: Is Midway going to make a comic book for Mortal Kombat 3 like they did for one and two? I have the first two and would like to complete my collection. Second, my all-time favorite was Johnny Cage. I was not too upset that he was not included in the third installment, but at the very least, are we ever going to find out what fate befell our favorite movie star? I hope so because I would love to know if he was just killed or captured. (I'm hoping for the latter.) Also, I would like to say that Kerri Hoskins is the queen of all women. I'm 23 years old so it's not just the hormonal teenagers she's attracting. Can't wait to see the actress who plays Kitana in the upgrade. The movie actresses are looking good too. My other love is role-playing games and your reviews of the Square games are right on the money. Can Square possibly make their games any better? Well, keep up the quality of your mag.

Luis "Cage" Vasquez
Galena Park, TX

For the answer to your first question, Luis, Mortal Kombat 3 is NEVER coming to comics, NEVER, NEVER, NEVER! Well, actually, as of right now, we don't know of any plans for a comic, but since Midway licensed out the MK Super Tour, the movie, etc., it's quite probable there might be a comic, but no one knows for sure. As for Johnny Cage, his movie career fell through and was last seen cleaning car windows at stoplights for pocket change. Lastly, I will agree that Kerri Hoskins is queen of all women and Square *can* make their games better by packaging them with 850 bills.

Why the Change in the MK Wardrobe?

Dear *EGM*,

Recently I saw the Mortal Kombat movie; it was great. I have to ask—why do the creators of Mortal Kombat keep changing the characters, especially Sub-Zero and Scorpion? On MK, both Sub-Zero and Scorpion had belts that were between the shoulder straps and had rectangular cloth in front. Also, the shin guards only covered their shins and their faces were covered as well. Now, on MKII, their suits no longer had the belt; instead, it was only a string around their waist and the shin guards went all the way up to their knees and their face was no longer covered by cloth, but by some weird mouthpiece! In the movie, the suits looked similar to those in MK except they didn't have shin guards and their arms were covered by long sleeves! Why's that, huh?! Why couldn't the costumes the actors used for the making of MK or MKII video games be used in the making of the movie? Why wasn't Raiden in the movie similar to the game? Why didn't Kano use his white uniform?

Alejandro Luevano
Fort Jackson, SC

The whole reason in the discrepancy of the uniforms is this: the cleaners. All the fighters brought their suits to the cleaners between the filming of the games. Each time the cleaners lost them, and instead of making the same old suits, they decided to design new ones. As for Raiden, with all the royalties from the video games, he hired the best plastic surgeon from Beverly Hills to give him a new look for the movie.

So You Want to Listen to Your Own Music

Dear *EGM*,

In ***EGM*** #70, you gave a little trick that could be done with Ridge Racer for the Sony PlayStation. You said that after loading it, you can put your own music CD in the machine and the game can be played to the sound of your favorite songs. My question is can you do this with Saturn games?

Kermit Hooks III
Hopkinton, MA

The answer is no. The reason is that the Sega Saturn is programmed to reset and go to the CD Main Menu. So once you were to open the unit, it would reset. The PlayStation is not programmed

• Only on the PlayStation can you crank Debbie Gibson while racing at speeds of 200 m.p.h.

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EGM's TOP TENS

What are the hottest new games to cross the *EGM* editors' desks this month? What games do you and your gaming pals think are the best? We have the answers with this exclusive listing of the most incredible softs available for any format—chosen by the editors of *EGM* and YOU—the wired-in readers of the biggest and best video game magazine on the face of the planet!

EGM EDITORS

1. Destruction Derby — PlayStation • Psygnosis
2. Wipeout — PlayStation • Psygnosis
3. Discworld — PlayStation • Psygnosis
4. Warhawk — PlayStation • Psygnosis
5. Yoshi's Island — Super NES• Nintendo
6. Virtua Fighter Remix — Saturn• Sega
7. Donkey Kong Country 2 — Super NES • Nintendo
8. Vectorman — Genesis• Sega
9. 3D Lemmings — PlayStation • Psygnosis
10. Madden '96 — Genesis • Electronic Arts

EGM READERS

1. Killer Instinct — Super NES • Nintendo
2. Chrono Trigger — Super NES • SquareSoft
3. Virtua Fighter — Saturn • Sega
4. Panzer Dragoon — Saturn • Sega
5. Bug! — Saturn • Sega
6. World Heroes Perfect — Neo•Geo • SNK
7. Daytona USA — Saturn • Sega
8. Gex — 3DO • Crystal Dynamics
9. Kirby's Avalanche — Super NES • Nintendo
10. Comix Zone — Genesis • Sega

LET YOUR VOTE BE HEARD! You can contact *EGM* directly and record your vote for the hottest new and upcoming games by logging onto the NUKE Internet Interface at www.nuke.com on the World Wide Web or just send a postcard with your fave game!

So You Want to Listen to Your Own Music (cont.)

to reset and the whole Ridge Racer game is loaded into memory, so after the game is loaded you can open the PlayStation, insert your own CD, play your game and listen to Miami Sound Machine or Debbie Gibson at the same time! Rock on!

To Chain or Not to Chain, That is the Question

Dear *EGM*,

Is it me or is the recent trend in arcade fighting games—mainly the autosecond combo system—reducing the amount of skill it requires to beat an opponent in the arcade? [Like] when a person can whip off a 16-hit combo with only three buttons (Killer Instinct) or pressing buttons in succession (a la Mortal Kombat 3). This just shows me that the makers of the games must even out the game for those who aren't as good at the game to do combos themselves.

• Is it too easy to pull off a 2,000,000-hit combo or is it just my imagination?

Another thing is the damage they do. Take Smoke's nine-hit in MK3 (jump-kick, teleport, lowpunch juggle, spear) and his six-hit does 37 percent damage whereas hit seven-hit teleport-spear combo does 40 percent damage. Is it me or is there something wrong with this picture? I used to work in an arcade and saw a lot of imbalance in the recent MK3 upgrade such as the one mentioned above. I seriously question why they did this system...was it to make the required skill in the game less so they could have little kids play and beat older players? If you take away the auto-second combos you will

Night Trap

IT'S BACK
HALLOWEEN

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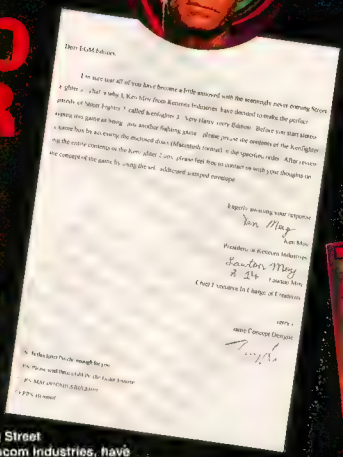
INTERFACE

PSYCHO LETTER OF THE MONTH

Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Ken Moy, who became quite tired of waiting for Street Fighter 3 so he started his own company.



Dear EGM Editors,

I'm sure that all of you have become a little annoyed with the seemingly never coming Street Fighter 3. That is why I, Ken Moy from Kencom Industries, have decided to make the perfect parody of Street Fighter 2, called Kenfighter 2: Very Harry Terry Edition. Before you start stereotyping this game as being "just another fighting game", please peruse the contents of the Kenfighter 2 game box by accessing the enclosed disks (Macintosh format) in the specified order. After reviewing the entire contents of the Kenfighter 2 box, please feel free to contact us with your thoughts on the concept of the game by using the self-addressed-stamped envelope.

Eagerly awaiting your response,
Ken Moy

President of Kencom Industries
Lawton Moy

Chief Executive In Charge of Creativity
Terry Li

Game Concept Designer

P.S. Is this letter psycho enough for you?

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P.P.P.S. MACINTOSHES RULE

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To Chain or Not to Chain, That is the Question (cont.)

see A LOT of kids losing to those who have the skill to execute combos that are nine-hit and do more damage instead of less than a seven-hit. Now don't get me wrong. The auto-second looks good for game play, but they take away from the gamer's skill and creative skill to execute his nine-hit combo in the many different ways possible. The game X-Men: COTA is a good example. There is much more technique and skill involved in X-Men than Killer Instinct and Mortal Kombat 3 combined. The combo possibilities are nearly endless and the higher the hits the MORE damage it does, not LESS. I personally have a 24-hit with Wolverine and a 64-hit with Iceman that do tremendous amounts of damage but REQUIRE that you have the SKILL to accomplish and create the combo. The Capcom fighting games in the arcades such as Darkstalkers, Street Fighter Alpha, X-Men: COTA, Nightstalkers and SF the Movie by far are the greatest fighters ever. And don't let me forget to mention Samurai Shodown II, which is also a wonderful fighter. Ooops, almost forgot to mention Primal Rage with another great combo system. Blizzard's 10-hit is phenomenal.

Anyway, thanks for listening to me. And thanks to Capcom, Atari Games and SNK for their great games.

Adam Keeler via the Internet

Thanks for the letter Adam. I'm sure there are gamers out there who agree with your opinions. Then again, I'm sure there are people out there who disagree as well.

Man of a Million Questions

Dear *EGM*,

Congrats on a great mag! Keep up the good work! I do have a couple of questions I would like to ask you, though.

1. Is Killer Instinct coming out for any Sega platforms? I called their 1(800)USA-SEGA number and they said it will be coming out for their systems. I though it was a Nintendo game!

2. Is Sega going to discontinue the production of the 32X since the Saturn is out and ready to wage war against its enemies?

and finally, the third...

3. I noticed that Sega has WAY too many platforms to support out there. Their Sega CD was supposed to be a next-generation platform and the 32X was supposed to be an "upgrade"... are these systems going to be trashed when the Saturn is dominant?

Thanks for the time dudes...

75467.733 via Compuserve

1. I attempted to call Sega's 800 number and it was constantly busy, but to the best of our knowledge it is not planned and I can't see KI coming to Sega due to the fact it's a Nintendo game as you stated.
2. Although 32X is suffering, Sega does not plan to discontinue the 32X.
3. As of now, no, and who knows if Saturn will be dominant?
4. Did your Mom ever tell you that you ask too many questions?

This month's letter column was brought to you by Roach Desmond. This ornery critter may run when you turn on the kitchen lights and crunch underfoot, but this month he takes the helm of Letters. We warned him it would take away his free time. But no, he didn't believe us. It seems like EGM deadline is worse than bug spray to our favorite pest.

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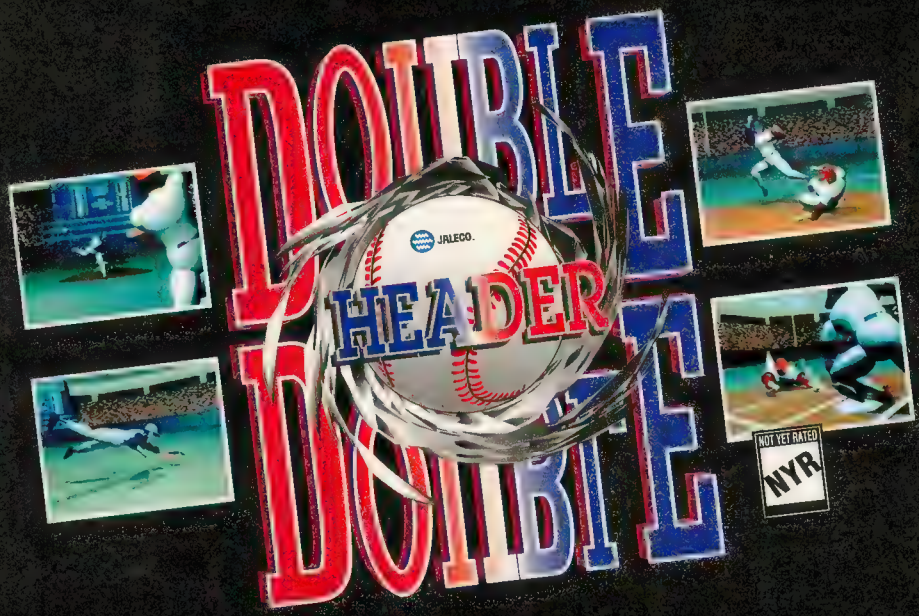
You've waited long enough for the season to begin . . .



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Q. How old is the goddess in ISIS? A._____

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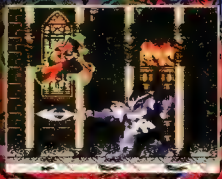

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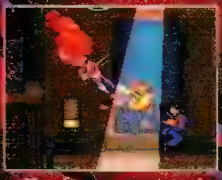

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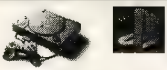

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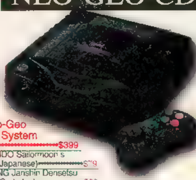

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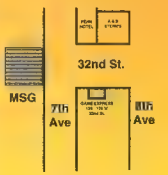

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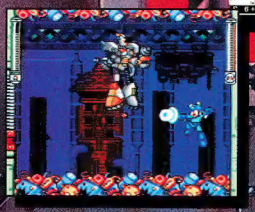

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